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Volume Three

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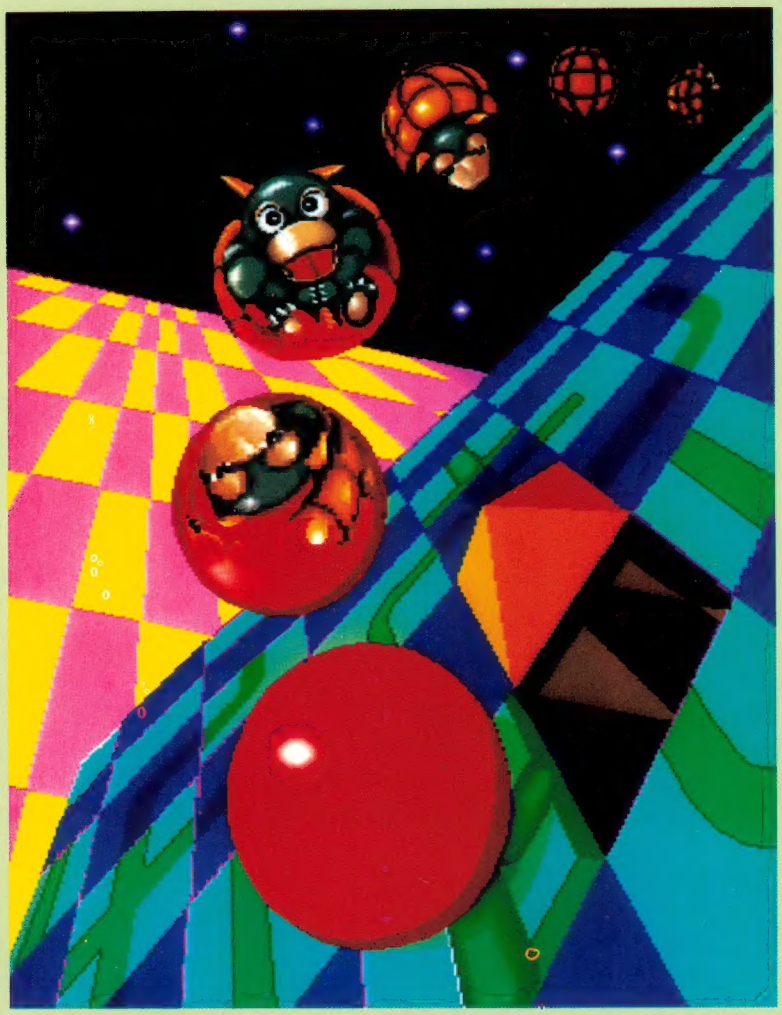

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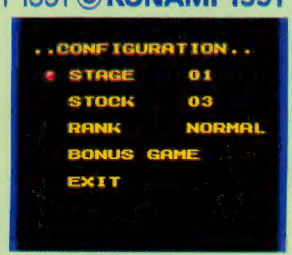

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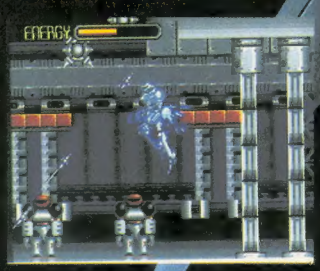
8 MEGA-BIT MEMORY



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17 Alien Storm
When the Earth is invaded by hideous monsters from outer space, most people run for cover. But not you! Do you have what it takes to drive the aliens from your planet?

23 Decapattack
On a tiny island in the middle of nowhere, a mad scientist creates odd life forms. Dr. Frank N. Stein's experiments are harmless enough until they're stolen by the evil Max D. Cap. Only you, as two-headed hero Chuck D. Head, can stop Max.

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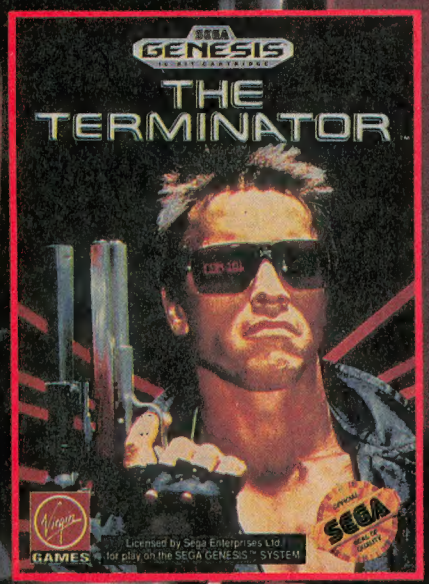

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30 Fantasia

Mickey Mouse is a sorcerer's apprentice, trusted to guard his master's music. When a thief steals every last note, Mickey must search the magical land of Fantasia.

38 Marvel Land

There's trouble in Marvel Land! The amusement park's been overtaken by the Mole and his gang — and now none of the rides are safe. Make sure this trip to the amusement park isn't your last!

44 Midnight Resistance

You expected some tough opposition when you began your one-man war on a gang of drug lords. But when the thugs kidnap your entire family, everything changes.

50 Phantasy Star III

The biggest *Phantasy Star* game yet. You'll explore seven different worlds in a quest that takes three generations to complete.

60 Quackshot

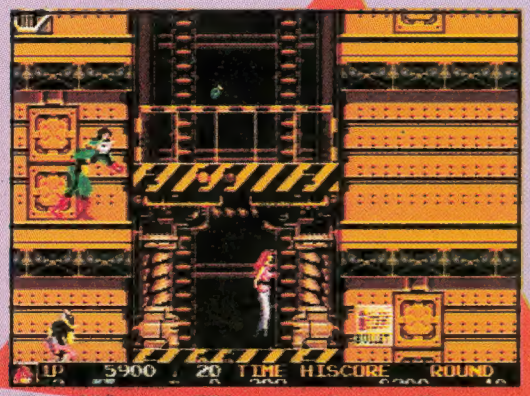
Donald Duck comes to Genesis in this terrific-looking adventure for the whole family. Will Donald reach the Great Duck Treasure before the infamous Big Bad Pete?

67 The Revenge of Shinobi

Take a closer look at this Genesis favorite — includes a detailed, two-page map of the dreaded cellar maze!

72 Rolling Thunder 2

Someone — or something — is sabotaging the world's communication network. The only hope of stopping them lies with the international crime-fighting unit WPCO's two top agents — Albatross and Leila.



Rolling Thunder 2 — p.72

79 Saint Sword

It's not easy to become a warrior, and no one understands that better than Macress, the hero of Saint Sword. For his first real adventure, he's got to hunt down Gorgan, an incredibly powerful wizard that's been waiting a thousand years to rule the Earth.

86 Shining in the Darkness

A princess is missing, and no one in the kingdom of Thornwood can find her. Only you and two brave friends can do the job. But finding her in the city's forgotten labyrinth — and passing the four Trials of the Ancients — may prove too much for even you!

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94 Sonic the Hedgehog: New Superstar?

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107 Spider-man vs. The Kingpin

The Webbed Wonder swings into Segaland to stop The Kingpin's plot to take over New York. If you think you're a Spidey fan now, just wait until you actually *play* him in this terrific adventure!

115 Star Control

Fourteen different cultures and fourteen different starships clash in this battle for control of the galaxy. The first 12 meg Genesis game.

123 Starflight

Some strange force is sweeping the galaxy, destroying entire star systems — and it's headed for your homeworld. You'll explore 270 stars and 800 planets as you try to find the answers you'll need to save your people.

129 Streets of Rage

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137 Super Hydlide Revealed

You asked for it! Every week we receive letters about *Super Hydlide*, one of the most challenging role-playing games around. Here are the answers you've been looking for.

144 Toe Jam and Earl

Two natives of the planet Funkotron crash-land on the weirdest planet in the galaxy — Earth! Help the dudes find the pieces they'll need to escape this whacked world.

151 Turrican

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159 Valis III

Yuko was an ordinary college student until the night she was called upon to defend Dreamland. Armed with the Sword of Valis, Yuko and two companions must defeat Glames and his Dark World soldiers.

167 Buyer's Guide

In the rapidly expanding world of Sega Genesis, the new titles just keep on coming! This Buyer's Guide brings you up to date with a close-up look at 56 recent titles.

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182 Twin Cobra

The attack helicopter Twin Cobra takes to the skies in this colorful arcade-style shooter.

183 Mercs

A former U.S. President is kidnapped in Central Africa, and the only group that can get him out alive is a collection of soldiers-for-hire called the Mercs.

184 688 Attack Sub

Experience the unique world of submarine warfare in this detailed military simulation.

185 Street Smart

You're a paid fighter, but you'll never be on ESPN. You take your bouts as they come — on the streets, where anything goes.

186 NHL Hockey

Electronic Arts does it again, and this time they just may have created the best sports game yet for the Genesis!

187 Speedball 2

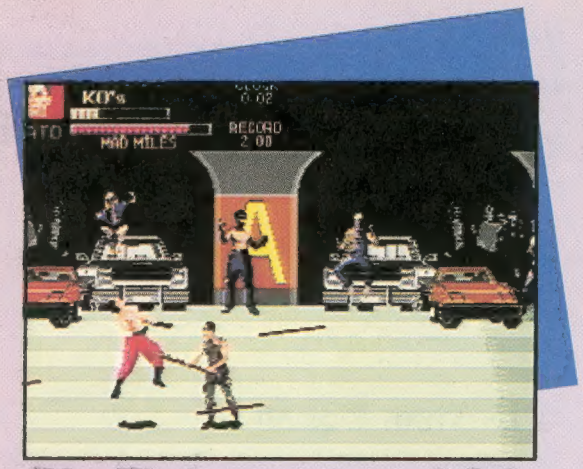
Speedball is the fast, violent sport of the 22nd century. You're the new coach of Brutal Deluxe — the worst team in the Speedball League.

188 Faery Tale Adventure

An evil necromancer has stolen the Talisman of Tambry, leaving the peaceful village in chaos. Your mission in this expansive role-playing game — restore the peace.

189 Road Rash

Thrills and spills on scenic highways, as seen from atop powerful race bikes. *Road Rash* features high speeds, club-swinging competitors, and cows that sit in the middle of the road.



Pit Fighter — p.191

190 King's Bounty

The Scepter of Order has been stolen, and you must recover it. To do so, you'll have to hunt 17 fugitives across four continents.

191 Pit Fighter

Digitized characters and sound highlight this brutal, futuristic slugfest. Forget about rescuing princesses — you're in this one for the cash!

192 Wings of Wor

If you've breezed through every shooter you could get your hands on, take a look at this one. It's one of the most challenging shoot-em ups we've seen.

193 Mario Lemieux Hockey

Face-offs, penalties, shoot-outs and brawls — it's professional hockey, Sega style!

194 Task Force Harrier

Some people want their gaming simple and fast, with little story and lots of action. If this sounds like you, check out *Task Force Harrier*.

195 F-22 Interceptor

There was a time when flight simulations could only be found on home computers — but then came Genesis and Electronic Arts' *F-22 Interceptor*.

196 Master of Monsters

A different kind of war game, with wizards and monsters taking the place of generals and tanks.

197 James Pond

His name is Pond, and he has a license to bubble. Help this unique Underwater Agent stop pollution in the world's oceans.

198 The Immortal

You're an apprentice magician, sent to rescue your master from one of the toughest labyrinths in all of videogaming!

199 Might and Magic

The people of Cron have been ruled by an evil being for centuries. Finally, they manage to take control of their lives. But for how long?

200 Arcus Odyssey

The evil sorceress Castomira is free, and she's stolen the Sword of Leaty — the only weapon strong enough to defeat her. It will take a brave warrior to face Castomira.

201 Out Run

The old coin-op classic comes to the Genesis, with all the speed and thrills of the original.

202 Centurion

You must extend the Roman Empire from the tiny province of Italia to the entire known world. If you succeed, you'll be hailed as the new Caesar.

203 Blockout

The computer puzzler comes to Genesis. If you liked *Tetris*, you'll really like this game.

204 Wardner

The loathsome wizard Terragon puts the zap on Dover's girlfriend, changing her into a crystal. Dover can't tolerate this, and neither can you. Help our hero in this fantasy adventure.

205 Joe Montana Football II Sports Talk Football

This great new gridiron title combines hard-hitting action and real play-by-play announcing!

206 Onslaught

Part strategy game, part arcade action. Your task is to drive barbaric hordes from every kingdom in your land.

207 Ultimate Qix

Hordes of alien creatures have settled on your planet, and they have no intention of leaving peacefully. Divide up the playing field with lasers and you might be able to send them packing.

208 Hardball!

The hit computer game —the first 8 meg sports title — is now playing on Genesis.

GAME PLAYERS ENCYCLOPEDIA of Sega Genesis Games Volume Three

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Game Players Encyclopedia of Sega Genesis Games is published by Signal Research, Inc., 300-A South Westgate Drive, Greensboro, NC 27407, USA. Newsstand distribution is handled by Curtis Circulation Company.

The *Game Players Sega Genesis Strategy Guide* (ISSN-1052-763X) is published bimonthy by Signal Research, Inc., 300 A-E South Westgate Drive, Greensboro, NC 27407, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: One year (6 issues) U.S. $21.50. Canada: $29.43. Canadian prices include postage and GST (GST Reg. #128220688). Outside U.S. and Canada: Add $2 per issue. For subscription customer service, call 1-800-222-9631. Postmaster please send change of address to *Game Players Sega Genesis Strategy Guide*, P.O. Box 54163, Boulder, CO 80322-4163.
Corporate, editorial, production, and customer service offices are located in Greensboro, NC, (919) 299-9902; FAX (919) 854-0963. Advertising offices are located in Fair Lawn, NJ, (201) 703-9500; FAX (201) 703-9509. Dealer orders and inquiries should be directed to Dealer Sales at (201) 703-9500.

The Editors welcome company product information for all Sega Genesis games. Such materials should be addressed to: Editor, *Game Players Sega Genesis Strategy Guide*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300 A-E South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

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EDITOR'S NOTES

We've packed plenty of terrific games into our third volume of *Game Players Encyclopedia of Sega Genesis Games*, with more screen shots and Super Tips than ever before! Just turn to the table of contents and take a look — we've got something for everyone.

Be sure to read the feature on the Summer Consumer Electronics Show — in it, you'll get the facts about Sega's new Genesis CD-ROM. This great add-on will be available very soon, and should make the Genesis *the* videogame system of choice.

Of course, like millions of game players, you may *already* think of the Genesis as the best videogame system around. And looking at the hundreds of terrific screens in this book, it's easy to see why. Genesis has it all — exciting color and graphics, terrific titles, and a tremendous variety of games!

No matter what your favorite Genesis game, chances are you'll find it here. We've got 20 of our famous Super Strategy Features, each designed to give you the help you need when the gaming gets tough. And we review 28 of the latest titles, in the same honest, in-depth manner you've come to trust and expect from Game Players. If a game's worth your money, we'll tell you!

So dive in and enjoy! You'll find the answers you've been looking for, and discover which new games you'd like to have.

Matthew A. Firme
Editor

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SUMMER CONSUMER ELECTRONICS SHOW

Twice each year, videogame manufacturers and software developers gather for the Consumer Electronics Show — *the* showplace for new games and new game systems. This year's Summer CES, held in Chicago, was an exciting place to be for Genesis fans.

Sega announced some new marketing plans that should make the Genesis system more affordable — and more attractive — to potential buyers. The Genesis system will now cost $149.99, a drop of $40 from the original price. And for a limited time, anyone purchasing a Genesis will get a mail-in certificate good for one free game from a list of selected titles. In the future, *Altered Beast* will be replaced by *Sonic the Hedgehog* as the game packed with each new Genesis.

Sonic, Sega's answer to Nintendo's Mario Bros., made quite an impression on visitors to the Sega pavilion. In a move calculated to quiet the excitement surrounding Nintendo's new Super NES, Sega ran head-to-head demonstrations of *Super Mario World*, the Mario Bros. 16-bit adventure, and *Sonic the Hedgehog*. Many observers came away with the impression that *Sonic* was, at least graphically, the superior game. At the very least, most had to admit that the Super NES is really no better than the Genesis.

THE NEW GAMES

Overall, the games we saw at the Summer CES looked terrific. From sports simulations to some *very* detailed role-playing games (RPGs), we saw carts that should appeal to just about everyone. The graphics in many of the new games are among the best of any Genesis titles we've seen, and the soundtracks in games like *Streets of Rage* and *Toe Jam and Earl* are very exciting. They sound more like top-40 hits than videogame ditties. It's obvious that software publishers are just beginning to realize the full potential of the Genesis — and that means the games should keep getting better and better.

So here they are — the latest batch of Genesis titles, grouped by game publisher. It looks like it's going to be another great year for Genesis players!

Matthew A. Firme

ARENA

A new Genesis licensee, Arena introduced two titles originally designed by Mirrorsoft for the Amiga. In addition to these, the company announced plans to do a Genesis game for 1992 based on the upcoming motion picture *Aliens III*.

Speedball 2: Brutal Deluxe (see review on page 75): This is a futuristic, fast-paced combination of team handball and hand-to-hand combat. You train and trade players, using your team's assets to build the most powerful squad possible.

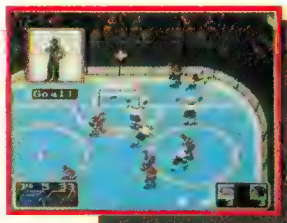
Battlemaster: This RPG lets you play as any of sixteen different characters, each commanding a band of followers in search of the powerful Watch Tower Gem. You view your party from overhead as you guide them across a vast and dangerous world.

ELECTRONIC ARTS

The most prolific of the Genesis licensees, Electronic Arts, made the surprising announcement that it would begin distributing Genesis titles from Amiga publisher Psygnosis. This is great news for Genesis fans. Psygnosis is a recognized leader in the Amiga field, and the company's entrance into the Genesis market should yield some terrific new games.

Shadow of the Beast: Translated from the award-winning Amiga title (which won GAME PLAYER'S Amiga Game of the Year, 1990), *Shadow of the Beast* is a graphic delight. As the Beast, you'll roam fantastic landscapes and battle some of the most memorable creatures you've ever seen.

The Killing Game Show: In this Psygnosis title, you're a contestant on the most-watched game show of the future — no fabulous prizes, but if you lose, you die. The show's contestants are chosen from convicted lawbreakers, and must survive 16 "Pits of Death" to win.



NHL HOCKEY, Electronic Arts

Buck Rogers: Countdown to Doomsday: This science-fiction/role-playing title is from Strategic Simulations, Inc., publishers of the Advanced Dungeons & Dragons series of PC games.

The Immortal: Already a popular Nintendo game, the Genesis version features much-improved graphics and sound. You are a young wizard searching for your lost teacher. The action is seen in a three-quarter overhead view, adding a unique three-dimensional feel.

Starflight: You command an interstellar starship exploring a galaxy of 270 star systems and 800 planets. You'll encounter strange alien races — some friendly, some hostile. The way you treat the aliens will mean the difference between bloody conflict and friendly alliance. *Starflight* was originally designed for home computers, and the Genesis version features improved graphics and a better player interface.

Rings of Power: Another RPG, this one takes place in Earth's future. The planet is a battlefield where war is waged through mastery of telekinetic powers. You must struggle to unite the warring planet, before all civilization is lost.

NHL Hockey: Real National Hockey League teams and action highlight this super sports simulation. Designed by the same team that brought you *John Madden Football*, *NHL* has 500 different players (each rated in 14 separate skill areas!), 21 pro teams, and two All-Star squads.

Earl Weaver Baseball: Based on the popular PC game, *Earl Weaver Baseball* completes Electronic Arts' impressive lineup of sports simulations.

NAMCO

One of Japan's leading videogame and amusement companies, Namco announced three new Genesis titles as well as two Game Gear games.

QUAD CHALLENGE, Namco

Marvel Land: The evil King Mole has taken over an amusement park and captured Princess Wondra. Only you, as Prince Talmit the dragon-boy, can save her. *Marvel Land* is a great-lookinggame, with 34 stages of exciting action. There are warp zones, power-ups, and plenty of scary enemies.

Quad Challenge: This is the first racing game for the Genesis in which two players can drive at the same time. You and a friend compete in a four-wheel ATV race, choosing from nine different practice tracks and four different vehicles. When you're ready, tackle the 16-track Circuit Championship! A split screen lets each racer follow the action from a different perspective.

Rolling Thunder 2: This sequel to the coin-op

THE BIG NEWS:

GENESIS CD-ROM

The Genesis CD-ROM

In perhaps the biggest Genesis news of the Summer Consumer Electronics Show, Sega finally announced its CD-ROM drive. A CD-ROM uses compact discs the way the Genesis console uses cartridges — except that a compact disc can store hundreds of times more information than a cartridge. In fact, a single compact disc can hold almost 400 times as much data as the largest Genesis game to date, *Star Control*. That means more room for detailed graphics, for longer and more challenging games, and compact disc-quality music and sound effects.

Best of all, Sega's CD-ROM will contain special hardware for scaling and rotation. Scaling allows an object to zoom toward or away from the viewer, while rotation allows objects on the screen to be turned 360 degrees. Nintendo's Super NES includes hardware scaling and rotation, and many felt that those features would give the Super NES an edge over the Genesis. But thanks to the CD-ROM, scaling and rotation won't even be an issue.

Even though the Genesis itself doesn't have hardware designed to perform these tricks, Sega officials told us that a team of software designers has figured out a way to duplicate the scaling effect through software programming. So even if you don't have a CD-ROM, you'll soon be enjoying some of the same terrific visual effects on your present system.

The CD-ROM will have its own built-in, 16-bit, 68000 processor — the same processor the Genesis itself uses. With two 16-bit processors at work, the new CD-ROM games will be faster, with more moving objects, better game play, and enhanced graphics and stereo sound. In fact, the CD-ROM will use the same eight-channel digital stereo sound source as Sega's arcade machines.

The Genesis CD-ROM will be available in Japan this fall, and is scheduled to go on sale in the U.S. in the spring of 1992.

classic features all-new challenges and a two-player simultaneous mode. The graphics are nearly identical to the arcade original.

Batter Up: It's the first baseball game for Game Gear. You choose from 14 teams and two different stadiums. Connect two Game Gears and play with a friend.

Pac-Man: Heres's the little guy who started it all, now playing on Game Gear.

RENOVATION

With thirteen titles either available or coming soon, Renovation has become one of Sega's most important licensees. The four titles announced at CES will all be available by October.

Vapor Trail: This 8-meg shooter gives you a choice of three different planes, each with its own flight characteristics and armaments. You can modify your plane with power-ups.

SYD OF VALIS, Renovation

Fly alone, or with a friend using the two-player cooperative mode.

Beast Warriors: "Combat wrestling at its beast!" Forget about T.V. wrestling — you take to the ring as a genetically engineered monster, bred especially for wrestling. Great graphics!

Syd of Valis: This fourth installment in the Valis saga is intended for younger players. You are young Syd, battling the treacherous forces of evil. The characters are big, colorful, and non-threatening.

El Viento: You won't believe this one — Al

Capone and other gangsters team with a lady wizard who has power over the wind! Kind of a "*Valis* meets Dick Tracy," the game takes place in New York City during the roaring twenties.

SEGA OF AMERICA

Many of the best new games we saw were from Sega of America. Thanks to some really innovative programming, all these new Genesis titles seem destined to become bestsellers.

Golden Axe II — Return once again to the kingdom of Yuria in this sequel to the arcade and Genesis hit. The premise is the same, but the enemies and locations are all new and improved. Wait until you see the great new attack moves!

Streets of Rage: Two players can tackle the bad guys together in this street-fighting extravaganza. Choose from three different players, each with his or her own style.

Quack Shot Starring Donald Duck: The latest Disney/Sega game finds Donald Duck engaged in a global treasure hunt. Huey, Dewey, and Louie help Donald as he journeys from Mexico to the South Pole.

DECAPATTACK, Sega of America

Toe Jam and Earl: Toe Jam and his buddy Earl are alien rapmasters, stranded on Earth when their "righteous rapmaster rocketship" crash-lands. They must search our planet for spare parts; building their "coolness levels" from Wiener to the ultimate in cool, Supreme Funk Lord. Great rap soundtrack!

Decapattack Starring Chuck D. Head: Chuck is a monster — there's just no getting around it. He keeps a skull on his shoulders where you'd expect his head to be, and he hurls it at his enemies. His real head is in the middle of his chest. But Chuck is a good monster, just trying to unify his tiny island home. Great graphics and lots of fun to play.

Mario Lemieux Hockey: Sega expands its lineup of celebrity sports titles. The hero of the 1991 Stanley Cup Champion Pittsburgh Penguins puts his seal of approval on this realistic hockey simulation.

Mercs: Short for Mercenaries, *Mercs* is based on the popular arcade game. You're a commando, battling countless enemies across mountains, through villages, and into thick jungles.

TAITO

Taito's been a force in the videogame industry for years. Although relatively new to the Genesis market, Taito announced three new games at CES to bring their total to seven Genesis titles.

Thunderfox: Two fearless soldiers, Thunder and Fox, battle rampaging terrorists. Hard-hitting, side-scrolling action for one or two players.

Growl: Again, you're a weapon-toting tough guy — but in this game, you're battling poachers. You'll turn the tables on outlaw hunters, pursuing them through seven grueling levels.

Saint Sword: The demon Gorgan is out to conquer the world. Only Macress, a mighty Titan, can stop the demon and his hordes. Swords, sorcery, and enormous enemies highlight this tale of good versus evil.

VIRGIN GAMES

Virgin Games, known primarily for its home computer games, has signed on as a Sega licensee. With its many Amiga and PC titles to draw from, Virgin should become a major source of new titles.

Corporation: You're a ZODIAC special agent, and you face a nearly impossible task. You must infiltrate the Universal Cybernetics Corporation and destroy the corporation's top-secret robotic assassin. You view the action from a first-person viewpoint as you roam the halls of this high-tech security complex.

The Terminator: The original *Terminator* film is the basis for this game. You play Kyle Reese, racing to save Sarah Conner from the brutal Terminator.

Chuck Rock: Chuck Rock is a caveman, and his lovely wife, Ophelia, has been kidnapped. He'll kick, punch, and belly-butt his way through his prehistoric world until he can rescue Mrs. Rock.

GENESIS PRODUCT GUIDE

With so many Genesis games and new accessories either on the shelves or in the news, it's becoming a bit difficult to keep them all straight. Who makes what, and how can you learn more? To help you get the facts, here's a list of companies manufacturing products for the Genesis system.

ARENA

2061 Challenger Drive
Alameda, CA 94501

*Aliens 3**
Battle Master
*Predator 2**
Speedball 2

BALLISTIC, BY ACCOLADE

550 S. Winchester Blvd.,
San Jose, CA 95128

Hardball!
Ishido: The Way of Stones
Onslaught
Star Control
Turrican

BEESHU

930 Carter Road
Winter Garden, FL 34787

Gizmo-joystick controller
Striker-joypad controller

BIGNET/MICRONET USA

388 Market Street, Suite 500
San Francisco, CA 94111

Junction
*Raiden Trad**
Warrior of Rome

DREAMWORKS

150 Woodbridge Plaza, Suite 10201
Wayzata Boulevard
Minnetonka, MN 55343

Fire Shark
*Jesse "The Body" Ventura Wrestling Superstars**
Shove It!
Target Earth
Trampoline Terror!
Wings of Wor

ELECTRONIC ARTS

1820 Gateway Drive
San Mateo, CA 94404

Battle Squadron
Blockout
Buck Rogers
Budokan
Dark Castle
Earl Weaver Baseball
Fatal Rewind
The Immortal
John Madden Football
The Immortal
King's Bounty
Lakers vs. Celtics
Might and Magic
NHL Hockey
PGA Tour Golf
James Pond, Underwater Agent
Populous
Road Rash
*Rings of Power**
Shadow of the Beast
Starflight
Sword of Sodan
Zany Golf

HAPP CONTROLS

106 Garlisch Drive
Elk Grove Village, IL 60007

Happ Competition Pro — joypad controller

KANEKO USA

1370 Busch Parkway
Buffalo Grove, IL 90505

Air Busters
*The Berlin Wall**
D.J. Boy

KYUGO TRADING COMPANY

2-6-14 Higashiyama
Meguro-ku
Tokyo, Japan

Cross Fire

MENTRIX

2800 Plaza del Amo #42
Torrance, CA 90503

*Cal. 50**
Wardner

NAMCO

3255-1 Scott Boulevard, Suite 102
Santa Clara, CA 95054

Burning Force
Marvel Land
Phelios
Powerball
*Quad Challenge**
*Rolling Thunder 2**

NUBY MANUFACTURING COMPANY

30 Fitzgerald Drive
Jaffrey, NH 03452

Cartridge Caddy — organizer
Cartridge Soft Case — organizer
System Case — organizer

NUVISION ENTERTAINMENT

10 Apple Road, #33
Beverly, MA 01915

*BeanBall Benny**
Bimini Run
*Guardian Angels**
*Swamp Thing**

RAZORSOFT

7416 N. Broadway, Suite A
Oklahoma City, OK 73116

*Death Duel**
Stormlord
TechnoCop

RENOVATION

987 University Avenue, Suite 10
Los Gatos, CA 95030

Arcus Odyssey
Arrow Flash
Beast Warriors
Dinoland
El Viento
Final Zone
Gaiares
Gain Ground
Granada
Syd of Valis
VALIS III
Vapor Trail
Whip Rush

SAFE CARE PRODUCTS

60525 Decatur Road
Cassopolis, MI 49031

Stack Rack — organizer

SAGE'S CREATION

12062 Valley View, Suite 250
Garden Grove, CA 92645

Crack Down
Insector-X
Kageki
Shadow Blasters

SEISMIC

3375 Scott Boulevard, Suite 100
Santa Clara, CA 95054

Air Diver
Hell Fire
M.U.S.H.A.

SEGA OF AMERICA

573 Forbes Boulevard
South San Francisco, CA 94080

688 Attack Sub
Abrams Battle Tank
Afterburner II
Alex Kidd in the Enchanted Castle
Alien Storm
Arnold Palmer Tournament Golf
*Bonanza Brothers**
Columns
Cyberball
Decapattack
Dick Tracy
Dynamite Duke
E-Swat
Fantasia
Flicky
Forgotten Worlds
Ghostbusters
Ghouls 'n' Ghosts
Golden Axe
*Golden Axe II**
Herzog Zwei
James "Buster" Douglas Knockout Boxing
*Jewel Master**
Joe Montana Football
Last Battle
*Mario Lemieux Hockey**
Mercs
Michael Jackson Moonwalker
Mickey Mouse and the Castle of Illusion
Mystic Defender
*OutRun**
Pat Riley Basketball
Phantasy Star
Phantasy Star II
Phantasy Star III
*Quack Shot Featuring Donald Duck**
Rambo III
Revenge of Shinobi
Shadow Dancer
Sonic the Hedgehog
Space Harrier II
Spider-Man
Streets of Rage
Strider
Super Thunder Blade
Super Hang-On
Super Monaco GP
Sword of Vermilion
Thunder Force II
Toe Jam and Earl
Tommy Lasorda Baseball
Truxton
World Championship Soccer
Zoom

Arcade Power Stick — joystick controller
Power Base Converter — allows play of Master System games on Genesis

SUNSOFT

11165 Knott Ave.
Cypress, CA
90630

Batman

TAITO

390 Holbrook Drive
Wheeling, IL 60090

*Growl**
Rastan Saga II
Sagaia
Saint Sword
Space Invaders '91
Thunder Fox
Ultimate Qix

TECHNOSOFT

1255 Post Street, Suite 1040
San Francisco, CA 94109
Thunder Force III

TENGEN

675 Sycamore Drive
Milpitas, CA 95035

Hard Drivin'
Klax
Ms. Pac-Man
Pac-Mania
Paperboy
Pit Fighter
RBI Baseball III
Roadblasters

TRECO USA

2421 205th Street, D-104
Torrance, CA 90501

Atomic Robo-Kid
*Fighting Master**
*Lang Lisa**
Task Force Harrier
Vasum

TRITON TOYS INC.

6475 Camden Avenue, Suite 201
San Jose, CA 95120

TRI-1000S — programmable controller pad

VIDEO SYSTEM COMPANY

17800 South Main Street, Suite 121
Gardena, CA 90248

Super Volleyball

VIRGIN GAMES

18061 Fitch Avenue
Irvine, CA 92714

Chuck Rock
Corporation
The Terminator

* Coming Soon

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STRATEGY FEATURE

Alien Storm

Earth is finally united under one fair, peaceful government. Money that was once spent on war is now used for space exploration. But at the same time that the people of Earth are discovering new, fascinating worlds, the Earth itself is being studied. And an invasion is being planned.

In *Alien Storm*, you must stop the alien invasion. The game plays like the classic *Golden Axe*, with the addition of a unique first-person shooting segment. You can choose from three different "Alien Busters," and you'll battle through eight missions.

If the challenge is too much for you alone, then you can have another warrior tag along in the two-player cooperative mode. There's also a player vs. player mode, in which you and a friend get to battle one another to see who is the mightiest fighter.

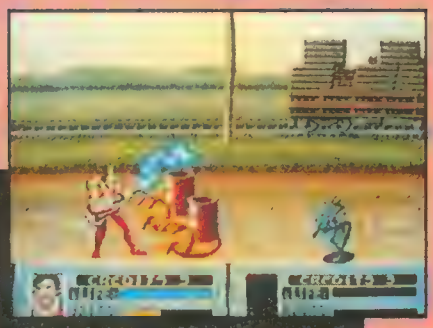
Alien Storm isn't as long a game as *Golden Axe* or *The Revenge of Shinobi*, but it packs quite a wallop.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

You select from three different characters: a male fighter, a female warrior, or a cyborg unit. Each has individual strengths and weaknesses.

Your first mission is to free the people of a small town from their alien captors. This first batch of enemies isn't very tough. Stand close to them when you attack and your character will deliver stronger blows.

Some aliens leave behind energy capsules when you destroy them. Simply walk over the spot where they lay and your weapon will be powered up a bit.

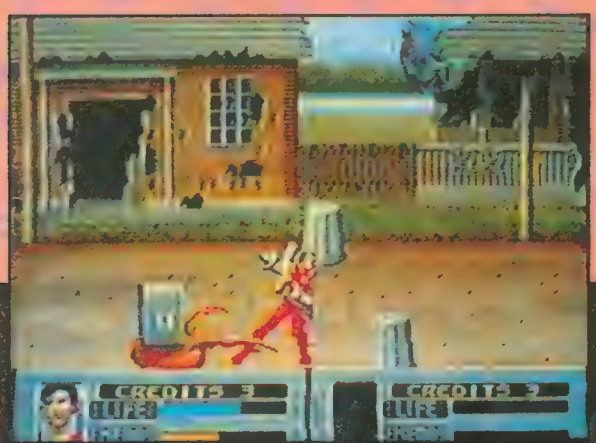


Some monsters disguise themselves, such as these barrel-aliens. They look harmless until you try to pass them. Be ready for an ambush!

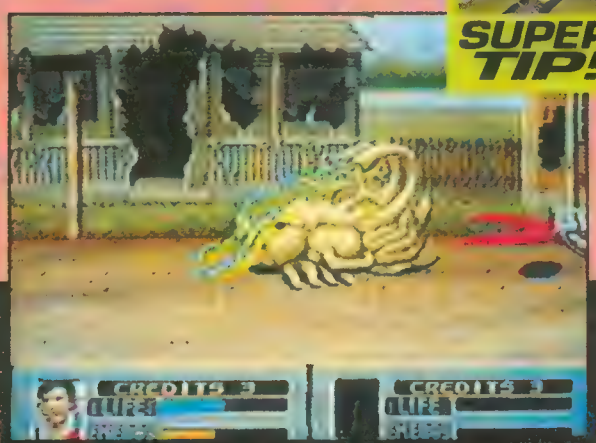
This colorful slug will jump up and try to latch on to you. As soon as he leaves the ground, run under him. Now turn around and destroy him when he lands.

When you enter a building, the game becomes a first-person shooting gallery. In this mode, you simply obliterate any alien that crosses your path. Blast the crates to find one-ups and other goodies.

Mission 2 introduces you to some new dangers, like these hungry little guys. Don't let these enemies get too close or they'll leap onto your face and munch away.



It's those sneaky snails again — this time disguised as trash cans and mailboxes. If you're standing next to them when they first reveal themselves, you can get in some free hits.



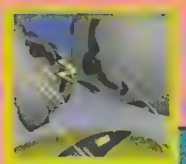
Whoa! This is one big alien! He fires green lightning from the front and back, so come at him from above. Stand just above him and let him come to you. Get in a few quick shots and retreat.

If you have enough weapon energy, you can call for backup. In this case a huge warship zooms in to supply air support.

At the end of this mission you have to go into a special "running" mode, where you charge forward at high speeds while blasting any aliens that get in your way.

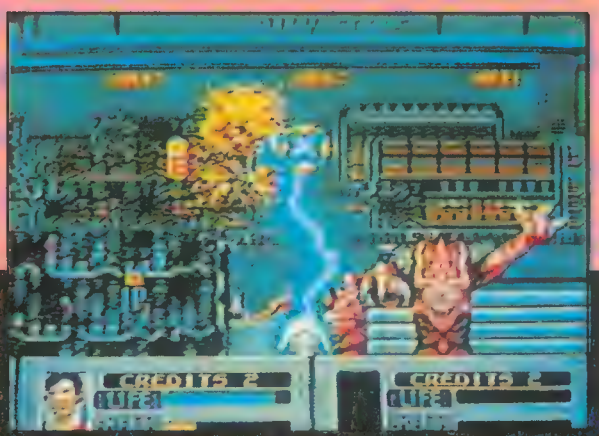
In Mission 3 you must charge into the aliens' nest. You'll discover that many of the familiar aliens have developed new tricks — such as breathing fire.

These winged, wormlike creatures attack in packs. Don't let them get too close or they'll carry you into the air, then slam you back to the ground.



SUPER TIP!

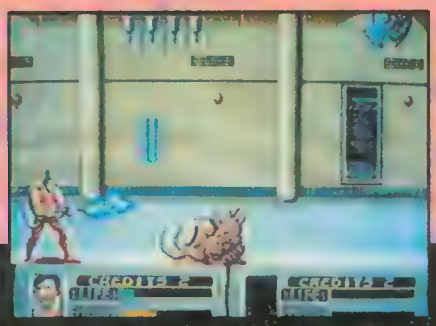
Practice your charging attacks for these higher levels. This way you can save some energy for the tougher aliens, and you can clear some room when the screen gets congested.



At the end of level 3 you enter a convenience store for another first-person shooting match. The enemies will come a little closer this time. Shoot them before they can claw you.

Mission 4 finds you walking down an abandoned street — abandoned, except for those pesky aliens. Many of them pop out of manholes. Luckily, they aren't very durable.

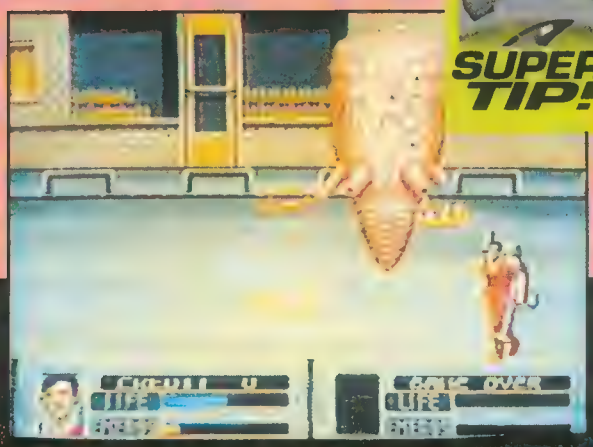
Inside this electronics store you'll get to blast stereos, televisions, and neon lights — not to mention aliens. Stock up on energy power-ups!



Mission 5 — drive the aliens from a top-secret laboratory. Not only must you fight gangs of aliens, but you must also be aware of the hostile security systems.

Inside the lab, you'll face an infestation like you've never seen before. Keep an eye out for medical kits.

In Mission 6 you'll encounter the first boss once again. This time, he's too strong and fast for your old tricks. Fire at him from one side, then charge through him and attack from the other side.

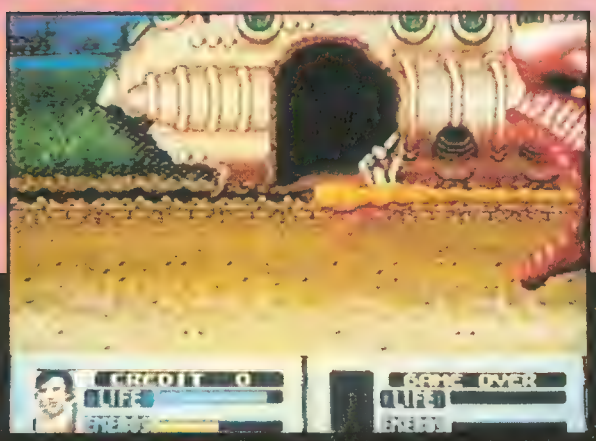


When you defeat the boss, you'll face a huge, top-shaped weapon that can fire in three directions at once. Attack it from above to avoid its shots.

Now you'll go into the running mode again. This time you must leap over many obstacles, such as this huge pit.

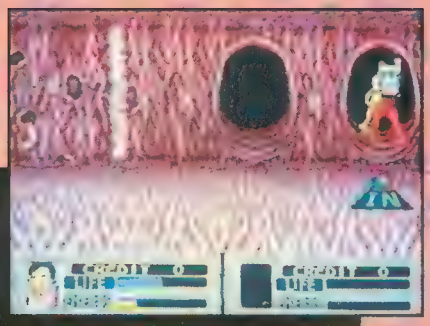
You spot the huge alien mother ship. In an attempt to slow you down, it drops spiked logs and vicious aliens in your way.

When you catch up to the ship and go inside, you're jumped by more aliens than you've ever faced. Keep firing that laser, and watch for power-ups.



After you defeat the aliens on the ship, you might think your job is finished. Wrong! A huge alien ship slurps you up and carries you into the air.

This is it — the final level. You've singlehandedly crushed the alien empire, and they've been forced to flee the earth. Unfortunately, they've decided to take you with them.



The inside of the ship is a maze of corridors. Only one path leads to the evil alien leader, so choose carefully.

SUPER TIP!

Some rooms on board the ship are the first-person type. These are very, very difficult. Fire like mad and try to find as many power-ups as possible before the final confrontation.

The evil alien leader is actually a huge brain. Give it everything you've got, and be careful to guard yourself against alien ambushes.

When you defeat the alien leader, Earth can once again return to normal. But is this really the end? Somewhere out there is the home planet of the aliens.

When you complete the game, you're awarded a ranking determined by the number of points you've accumulated.

STRATEGY FEATURE

Sega of America, 573 Forbes Boulevard, South San Francisco, CA 94080

DECapAttack

Stephen Poole

Dr. Frank N. Stein thought he'd found the perfect spot for his bizarre experiments. The island he shared with his assistant Igor was a mere dot in a huge expanse of ocean, far removed from anyone who might interfere with his research. The Doctor had a good reason for choosing a secluded locale — not many people consider it "research" to develop strange, mutated creatures.

Actually, Dr. Stein's not really a bad sort. In fact, all of his creations were friendly enough until the evil Max D. Cap stepped into the picture. As his first step in conquering the world, Max has separated the island into seven sections and organized Dr. Stein's creatures into an army that obeys every one of his sinister commands.

Using spare parts he found lying around his lab, Dr. Stein has built you, Chuck D. Head, to battle Max D. Cap's minions and restore the island to its original peaceful state. Of course, the Doc was in a hurry when he put you together, so it's no surprise that he made a slight miscalculation and gave you two heads — one skull atop your shoulders and another head tucked away in your tummy.

But once you start playing *Decapattack*, you'll realize that the Doc's little mistake works out OK after all. The head hidden in your stomach works like a fist — you can use it to punch enemies and smash statues containing magic potions. And when you toss your skull at creatures, it destroys them on contact.

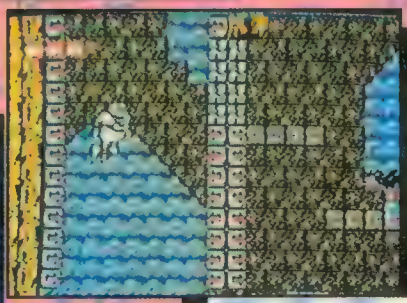
Each of the island's seven sections consists of three stages, with a boss at the end of the third stage. Besides defeating the boss in the third stage, you must find a hidden treasure that's required to reconnect that section to the rest of the island.

Don't worry if you get stuck playing *Decapattack*. This is one game where it's OK to lose your head in a tight situation. After all, you've got one to spare!

You start the game in Abdomainland. Pick up your skull by punching the shrunken head statue at the left.

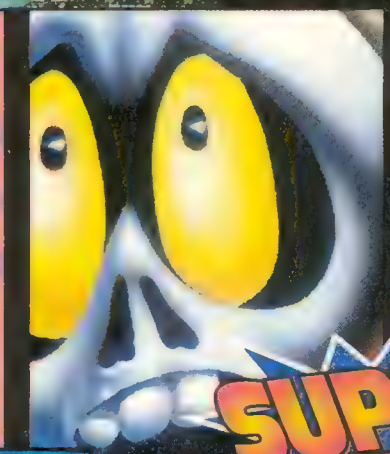
Some statues contain gold coins. Grab as many as you can — the more you have, the better your chances at earning extra lives in that level's bonus round.

Hearts inside statues can replenish your life meter, displayed in the upper left corner. If your life meter is full when you discover a heart, leave and return when you really need it.



If you touch one of these arrows, called Bone Bonkers, a skull will pop out and knock you in the direction in which the arrow is pointing.

You can kill some enemies by bouncing on them. It's a good move against the Arrowheads, because you avoid any chance of taking a hit when they shoot.



SUPER TIP!

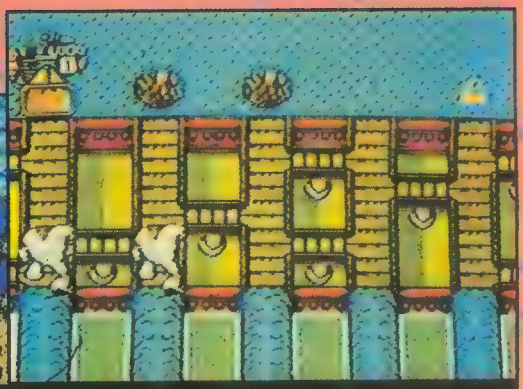
Bone Bonkers are great for scaling heights quickly, but don't go so fast that you don't see hazards such as this duck.

The statue which contains the hidden treasure of Abdomainland is easy to find. At the start of the third stage, drop down and head right.

Although springpoles can send you soaring above Max's minions, they have an even better use. Every time you drop directly onto the top of a springpole, your life meter is replenished.

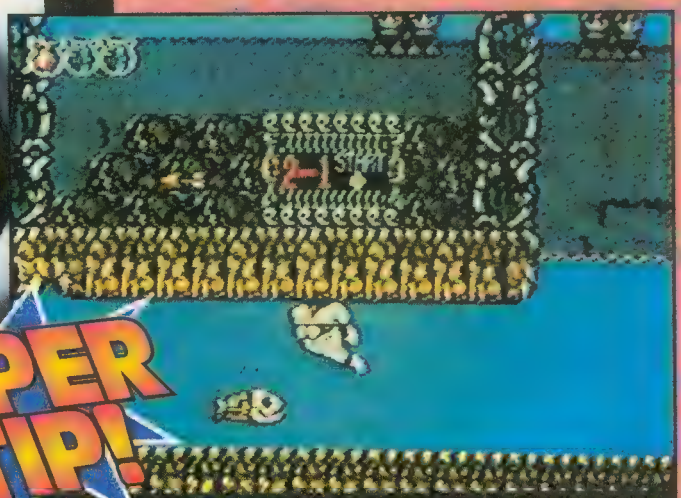
Bullhead, the boss of Abdomainland, pulls the horns off his head and throws them at you.

As soon as Bullhead tosses his horns, move in close and start punching. You can tell he's almost done for when he turns yellow.



After clearing each section of island you play a bonus game for power-ups and extra lives. For each coin you collected on the island, you can send a Chuck D. Head scurrying toward the goodies.

SUPER TIP!

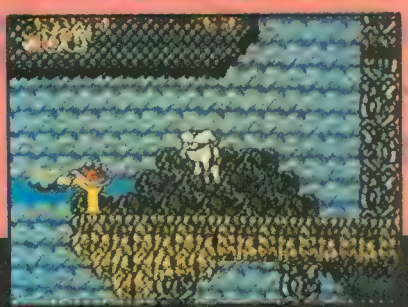


El Beau Island is where Chuck first tries out his breaststroke. In underwater corridors, keep punching and stay near the top of the passageway, forcing the baddies to swim up into your punch.

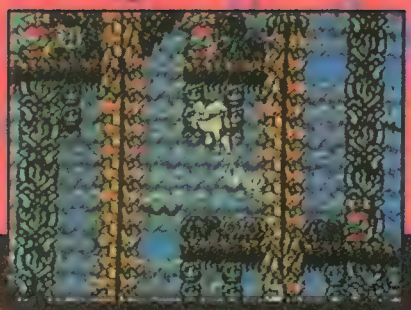
Each section of the island is a body part. Before going to the next level, you're shown how much of the island you've reassembled.

There are more than just aquatic surprises on El Beau Island. From here on out, you'll find tricks as well as treats inside statues.

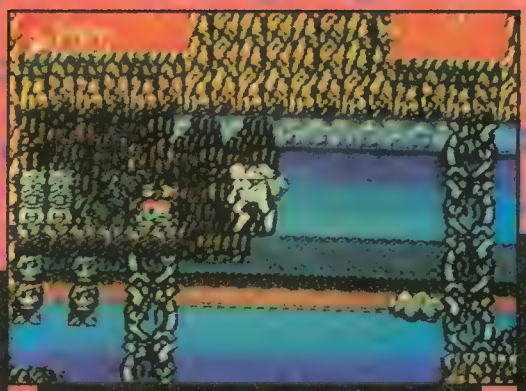
Riding these platforms across the pool of lava looks easy — until you realize you will be crushed when your platform meets the ceiling.



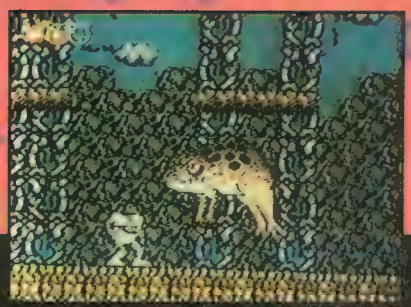
Spiked-shell turtles are pesky. They're vulnerable only if you hit them with your skull, or punch them when they raise their shells into the air.



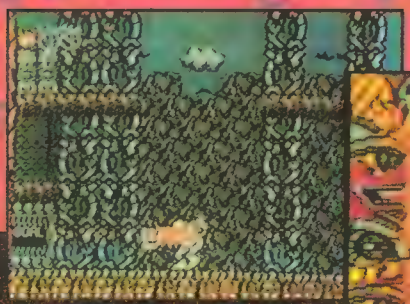
Cauldrons provide gusts of hot air that propel Chuck upward. Make sure there's nothing above you before taking this ride.



El Beau Island's hidden treasure is here, just below the lava pits you crossed earlier. Be ready to punch the arrow that's sure to head your way.



Toady, the boss of El Beau Island, looks a lot tougher than he is. As soon as he lands, jump behind him and start punching. He'll send out a brood of baby frogs to attack you, so watch out!

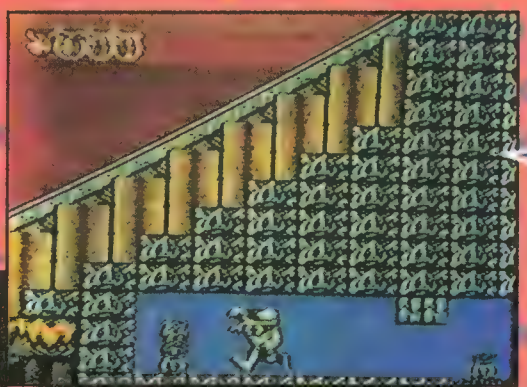


Hey, what's your hurry? After defeating Toady, don't forget to check out the statues located just above the exit.

A bone-crushing Totem Pole welcomes you to Tibuland. Although you should keep a good distance between you and the Totem Pole, don't forget to grab as many potions as you can.

You need to make a big jump here and land on the plateau with the shrunken head statues. Drink some Kedz potion to give you extra leaping power.

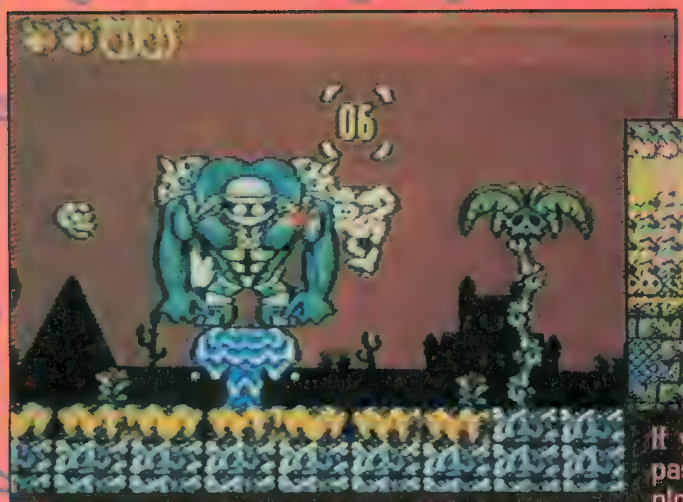
Those four statues look tempting, but if you take the trouble to reach them, you'll find out their contents aren't worth the effort.



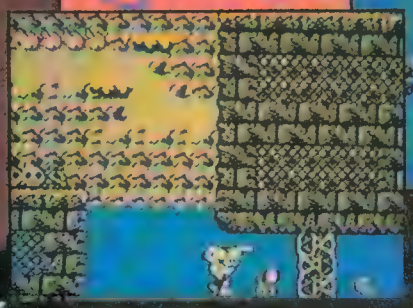
To find Tibuland's hidden treasure, enter the water at the first chance you get, then head as far left as possible.

SUPER TIP!

Don't forget to stop off at this statue. It appears just before you reach the end of stage 3 in Tibuland, and it holds a one-up.



This ornery gorilla is the boss of Tibuland. Leap into the air and start punching. Tap the C button repeatedly to stay afloat and do even more damage.



If you're walking through a passageway you've never explored, throw your head in front of you to eliminate enemies. This also takes care of any creatures that the skull touches on its return trip to your shoulders.

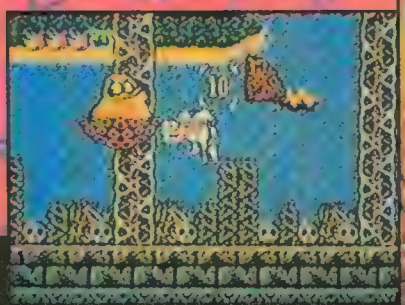
Before descending into a narrow and dangerous shaft, first toss your head down to clear the way.

SUPER TIP!

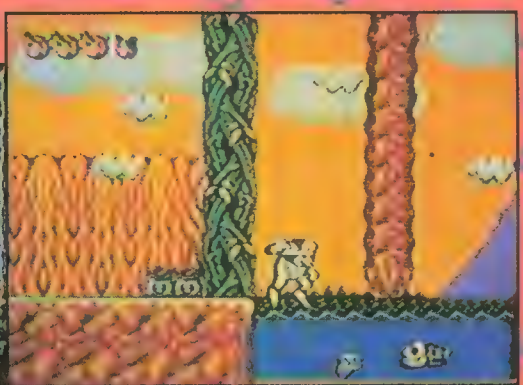
The hidden treasure of Armington is a key, located to the left of two lava pits. To find the lava pits, enter the second batch of water you see, swim as deeply as you can, and head left.

This one-up will run away from you if you let it. Before you open the statue, make sure you're standing to the right of it, while facing left.

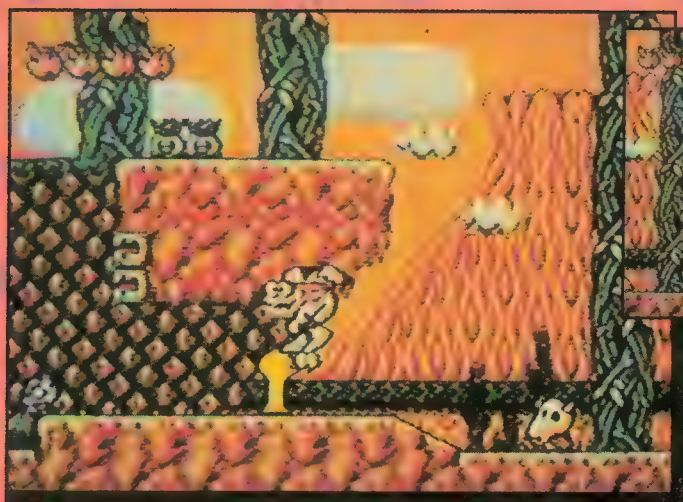
Replenish your life meter on this springpole in preparation for the boss of Armington. Each time you receive a heart, a section of the pole turns white.



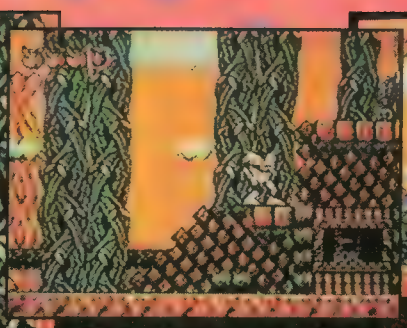
This brain opens to reveal the boss of Armington. Drink Doze02, the potion that strengthens your punches, then start pulverizing the boss as soon as the brain opens.



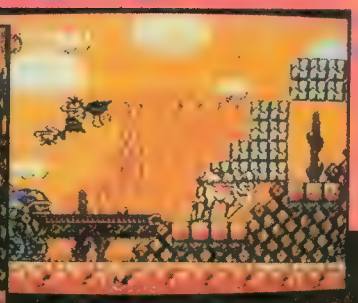
You don't have to kill every critter you come across. Don't take a chance of losing your skull by letting this bony fish touch you — just leap over the pool of water and keep on moving!



If you knock the spiked shell from a turtle, you can stand on top of him with no ill effects. Don't let the turtle walk into you, though!

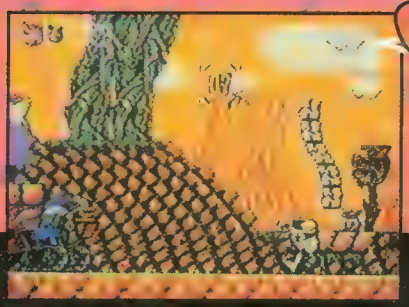


Don't forget to take a look around before exiting a stage. The statue above this exit contains a heart.



A psychedelic tank, complete with an extendable jaw, will chase you through the second stage of Pumpington. Stay off the ground as much as you can.

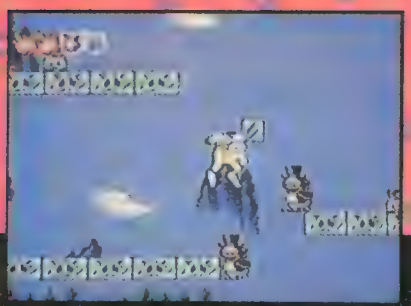
SUPER TIP!



Drinking Xenon causes an earthquake which wipes every enemy off the screen. This clears your path as you hightail it from the tank, and look what it does to the landscape!

Once you reach the exit, jump and let the tank pass underneath you. Then you can leisurely retrieve the heart inside one of the statues above the exit.

This new-wave mole with an attitude problem is the boss of Pumpington. He jumps back each time you land a punch, so be sure to advance every time you slug him.



These penguins are more accustomed to the icy surfaces of Last Leg Land than you are.

Invisible hearts lengthen your life meter, allowing you to stockpile more hearts and take more damage before losing a life.

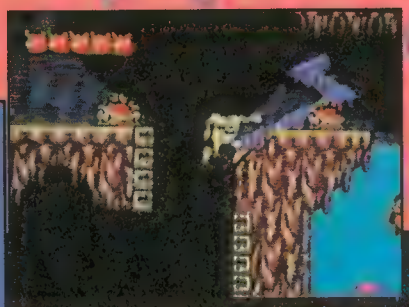
Mallet-toting frogs are dangerous, but they move slowly. Instead of trying to punch each one, jump over them whenever you can.

SUPER TIP!

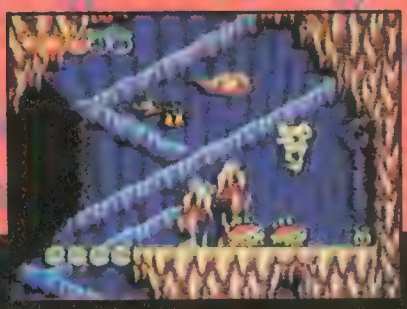
This is a *tough* section. The bone bonkers on the bottom pipe will bounce you to the upper pipe, and before you know it you'll take a hit. The key is to make a very small jump, then tap the C button to float between the two pipes.

The floating platforms in Last Leg Land can be just as tricky as the ones on El Beau Island, thanks to the dizzying background.

You'll do a lot of exploration before finding the hidden treasure in Last Leg Land. Don't worry when the bridge leading to the statue collapses under your feet — the pipe above you provides an easy way out.



When you run into these two turtles in Eyeland, kill the one on the right and the other will disappear.

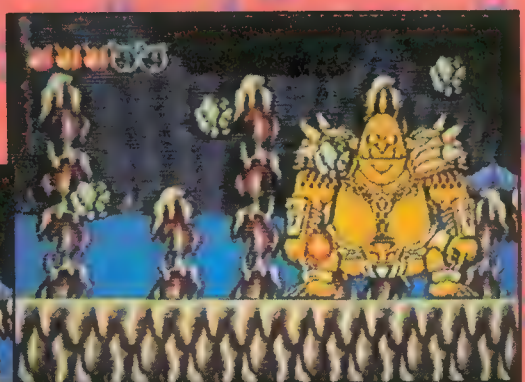


You could land on the ledge and try to take out these two turtles, but you're better off floating over them to the bridge on the left.

It takes a lot of hits to destroy this ape. Drink Trioxy, which makes you shoot a powerful ball of light, whenever he raises his arms. This is the only time he's vulnerable.

There's nothing useful in the statue above the exit to level 7-2, so don't waste time checking it out.

You're finally face to face with Max D. Cap! It really helps if you've managed to keep your skull for this final showdown.



Hey Chuck, where did you go? Max will jump on you whenever he gets a chance, but you also have to watch out for the boulders that fall from the ceiling when he hits the ground. Keep at it — even Max isn't a very tough boss.

FANTASIA

Richard Lashley

Near Fantasia's Bald Mountain, the sorcerer's castle is quiet. Mickey, the sorcerer's apprentice, guards his master's music in the castle dungeon. Mickey's chair taps against the dungeon wall as he leans back to rest.

At the terrifying summit of the mountain, a wind stirs. It blows down toward the castle.

Bam! The dungeon door slams against the wall as the strange wind enters. Mickey hears nothing — his sorcerery studies have worn him out, and he's fast asleep. The wind shuffles through the sorcerer's music, steals every note, and scatters them all over Fantasia.

In Sega's *Fantasia*, you must help Mickey Mouse find those missing notes. You'll search across four dreamworlds, and you'll battle dancing hippos, flying horses, and prancing broomsticks. Your only weapons are your natural agility and the few spells you've learned.

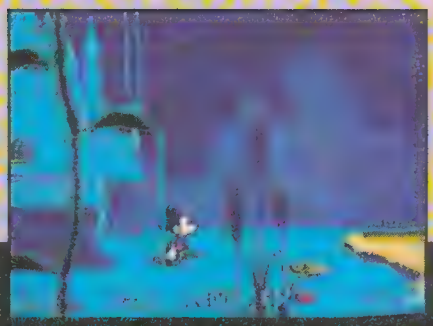
Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

SUPER TIP

Here's a trick you can use right away. Walk to the right at the beginning of the game, until you meet the first walking broom. Lure it back to this point and jump on it. Magic crystal balls and life-giving magic stars materialize all around you.

Flying spell books can be difficult to reach sometimes, but they're the most common source of magic points.

Bubbling cauldrons stomp through the master's workroom. They can't be destroyed with a jump attack. Just hop over them, and conserve your spells for later stages.



In each world, Fantasy Fairies wait to whisk you to other areas. Here, a fairy drops you in the swamp outside the castle.

The wicked wind dropped a note on this high ledge. Climb the first series of platforms in the swamp to reach it.

SUPER TIP

When you see these crocodiles, your first reaction might be fear. But their snapping jaws make wonderful springboards that can launch you high enough to reach this star.

A Fantasy Fairy actually leads you underwater. Press Up on the direction pad to make Mickey swim. There are power-ups lying on the bottom.

SUPER TIP

When you find this open treasure chest, keep your whiskers out of it. The chest warps you back to the beginning of the swamp level.

Bonus rooms are scattered throughout the game. Their entrances aren't marked, so you'll often find them accidently. This bonus room is in the whirlpool just past the first waterfall. Dive down the swirling hole and find a pirate ship that holds a special treasure.

Two crocodiles guard the exit from the swamp. To pass these scaly sentries, jump from the crocodile on the left and land on this passing pelican. Now jump from the pelican over the crocodile to the right, and enter the next level.

When you land in a crowd of enemies, don't panic. With your talent for bouncing on heads, you can spring back and forth between enemies and score big points.

This wooden door is the signpost to a bonus screen. When you enter, you can collect many items, including some of the lost music notes.

When you're perched on these floating ledges, it's often wise to use a Little Spell to clear a path. It's better to use up one magic point than be knocked from your ledge and lose a dream (life).

After you find three notes (in the easy mode), you may pass to World 2. You can also complete stages by scoring enough points. In World 1, it takes 60,000 points to finish the stage.

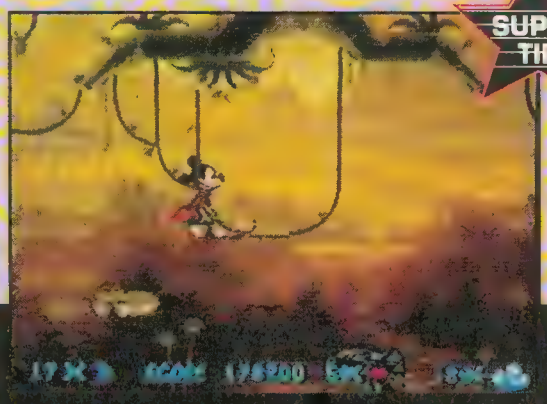
In the Earth World of stage 2, dinosaur eggs are a rich source of bonus points. A Little Spell knocks the ostrich out of your way so you can grab this egg.

Use the heads of these dinosaurs as steppingstones.

SUPER TIP

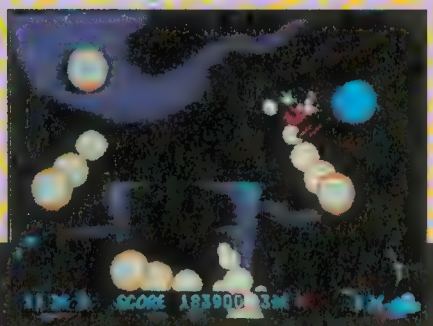
You leave the squawks and the screams of the jungle behind as you follow this fairy into an underground cavern. Just past the crystals in the cave walls, on this small bridge, you'll find a music note.

You become invincible for a few seconds after you grab a note. Don't let yourself get caught in a tight spot when the effect wears off.

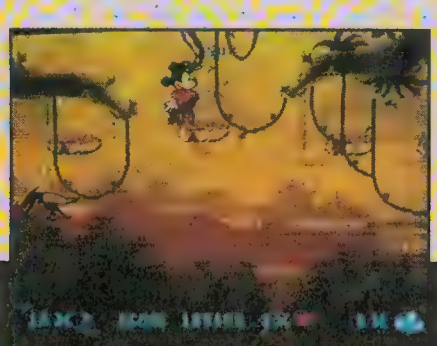


When you leave the cavern, climb the ledges up to this tree limb. Jump into the tree from the top platform — you'll find a few surprises hidden in the leaves.

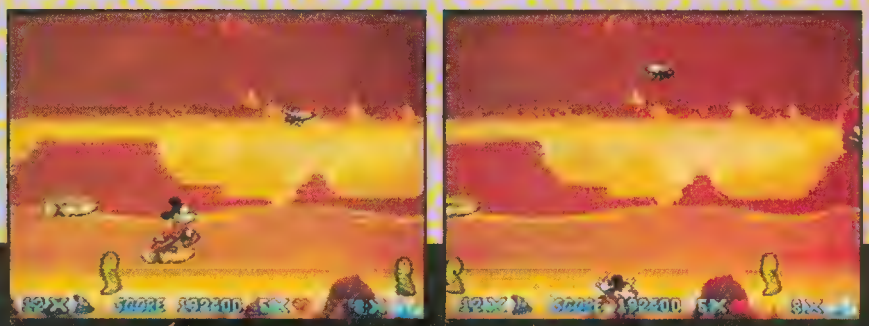
Extra items often appear when you grab magic and life-energy power-ups. Explore the landscape. You might discover hidden clusters of items that will make you more powerful.



Blazing fire greets you in this level. Even the awesome power of your Big Spell (fired with the B button) can't harm these flaming obstacles. Your mousey agility is your only effective weapon here.



World 2 is full of surprises, including snakes that strike from the top of the screen. When you're on the highest platforms, watch out for these sudden attacks. Duck to avoid the snakes.



In the desert level of World 2, you'll have to make plenty of difficult jumps. Keep moving when you leap onto these platforms, or you might be tossed into the quicksand.

SUPER TIP

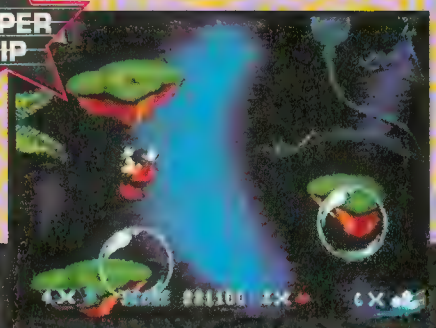
At the beginning of this level, you'll find a note and two crystal balls perched on an out-of-reach ledge. To get the items, first grab this egg. Hidden platforms appear. Now ride the top left platform back to the items.

The exit from world 2 is surrounded by vicious bugs, diving pterodactyls, and multilevel platforms. You'll need plenty of magic and patience to make it.

In the Air World, a dangerous garden stretches above you. Watch out for the white flower petals that sometimes fall from above. If you touch them, you'll lose one heart.

Buttercup soldiers infest this garden. More a nuisance than a threat, these flower-topped sentries disappear when you bounce on them twice.

SUPER TIP



Jump into this bubble and enjoy a relaxing ride up to the door of a bonus room. Although enemies can't kill you in these bonus rounds, you have to leave the round if you're touched.

A fairy sends you to the Pastorale, a beautiful but deadly field of clouds drifting over Fantasia. To retrieve your master's music, you'll have to battle flying horses and dancing goat-men.

It's a long, sometimes frustrating climb out of this garden. Clouds that drop under your weight, dangerous leaps, and malicious shrubbery make this stage very difficult.

Large animals and ballerina dresses — sound like a strange combination? Not in Fantasia. This level features the famous dancing hippos, and it's best not to let them step on your toes.

Look before you leap. Between the weight of these hippos and the scratching claws of these ostriches, you can be smashed or slashed in an instant.

Use your speed to zip into tight places to reach notes. Then do what mice do best — disappear.

SUPER TIP

Use a bubble to float past the weird creatures dancing through this level. When you ride in bubbles, however, you can't grab power-ups or notes. And be careful — some of the bubbles are traps, and it takes a Big Spell to pop the transparent prison.

Inside Bald Mountain's Fire World, you need all the magic you can get. Grab this flying spell book for magic points, and dodge the bobbing witch head.

Monstrous creatures crawl all over Bald Mountain. When you leap to the floor of this cave, you'll probably step on something that bites.

SUPER TIP

To cross this river of lava, hop on the flaming witch heads and use them as steppingstones.

The first fairy in the Fire World takes you to a level packed with crystal balls. Watch for music notes (upper left corner).

In the middle of the stage, you'll sometimes be ambushed by witches. Cackling laughter and the dry rustle of a straw broomstick are signals that you should duck.

Although Big Spells quickly exhaust your magic power, they're great in heated battles like this cavern brawl.

The ill-tempered beasts inside these cages can't touch you when you jump on top of their swinging cells. This also puts you in position to reach the spell books passing by.

SUPER TIP

The only way across this boiling lava pit is on the backs of these bats. When one of the creatures flaps close to you, jump on his back, and keep hopping until you reach the other side.

You'll have to step on a few eyes on your way to the top of Bald Mountain.

After a few bent whiskers and a lot of bruises, Mickey saves the day by collecting all the lost notes. Happily, he avoids a severe scolding from the sorcerer, too. Music plays in Fantasia again.

MARVELLAND

Roller coasters, Ferris wheels, cotton candy — an amusement park is every kid's dream world. Unfortunately for visitors of *Marvel Land*, the dream has twisted into a nightmare. An underworld leader (the aptly named Mole) has taken over Marvel Land, which he plans to use as headquarters for his evil operation. Someone needs to stop the havoc and restore the fun. Why not you?

In this Mario-like adventure, you collect items, warp to secret worlds, and —above all— avoid extinction. The beautiful backgrounds and smooth scrolling bring to life a dazzling Marvel Land.

Of course, appearance alone can't save a game if it plays terribly. Luckily, that's not the case with *Marvel Land*. The action is as lively and colorful as the scenery. A broad range of special items and clever features provides enough surprises to keep you intrigued throughout the game.

Although there may be a few places where you want to pull out your hair in frustration, that shouldn't stop you from getting a kick out of the game. Players of all ages can enjoy *Marvel Land*, but the absence of graphic violence makes it especially suitable for younger gamers.

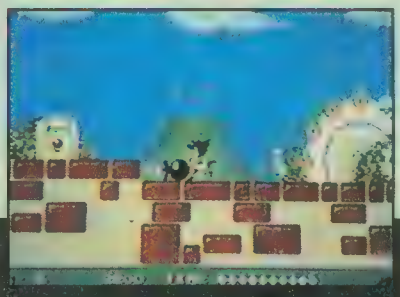
Namco Hometek, Inc.,
3255-1 Scott Blvd., Suite 102,
Santa Clara, CA 95054

Brian Carroll
Chris Slate

SUPER TIP!

Your quest begins just inside the gates of Marvel Land. Use onrushing enemies as steppingstones to items that would otherwise be too high to reach.

When an item says "Push," do what it says. Every once in a while you'll get something valuable. In this case, Talmit is awarded bonus points.



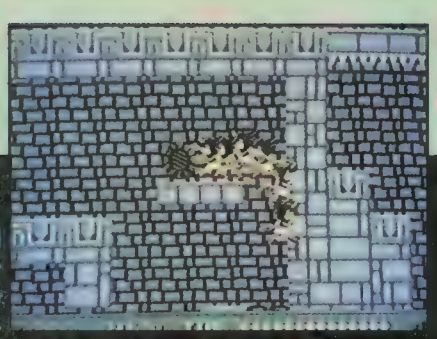
In several locations throughout the game, there is a Spring Ball. Push the ball against its coil, then get out of the way. The ball will shoot forward and clear a safe path for you.

This push box houses a Spirit Tail, a valuable weapon that can also help you swing across danger zones.

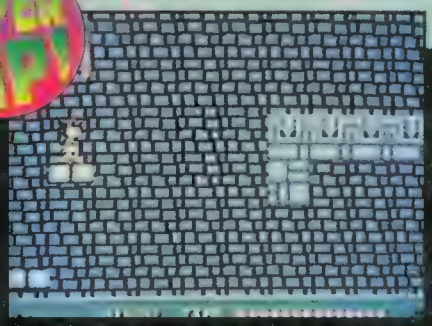
Bounce off this teetering bridge to soar up into the clouds above. Once you're on a cloud, you can leap through the center of the target board to the right and aim for big points. You'll find this target board at the end of the first area's first level.

Claiming this icon in the first area's second level gets you a pair of wings. You can use these not only to fly, but also to jump to extraordinary heights.

Hey, this is no ordinary roller coaster. You've got a lot more to worry about than hanging on to the roll bar. Be on the lookout for billboards, which you'll need to either jump over or duck under.



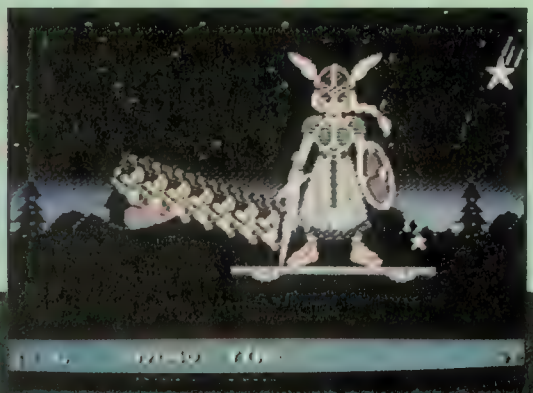
Like Spring Balls, Barrel Rolls are also common items in Marvel Land. Use them to roll over your enemies.



You'll find opportunities to warp to secret worlds in the oddest places. Although this platform looks like it's going to drive Talmit into the spikes above, it's actually a doorway to another part of the game.

To free one of the four hostage fairies you must first win at the old game "Rock, Paper, Scissors." Win, and you'll get the chance to attack the Great Condor. Lose and he'll attack you. Once you're able to attack the Condor move in extremely quickly.

Being the game's hero does have its fringe benefits.



Free the fairy and you'll be admitted to a bonus stage. Swat as many shooting stars as you can. (Remember, the stars are worth more before they shatter into smaller pieces.)

Your wings can help you discover new places up in the clouds, like this doorway to a warp zone.

Another of Marvel Land's special items is this swinging log bridge. It can give you a boost to the end of the level.

As you tour through the park, vary your route. Don't move straight across the screen. There are usually items both above and below you, and these blocks make excellent steppingstones.

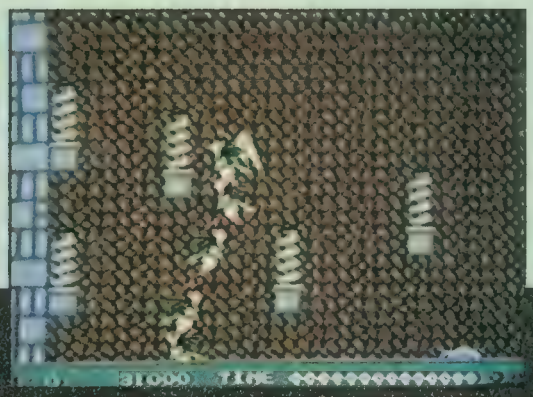
If you're patient and wait a few seconds at the beginning of the second area's sixth level, a platform will appear.

Certain locations in the game feature swing connectors. By jumping and pressing the B button, you can cause your Spirit Tail to latch onto the swing connector.

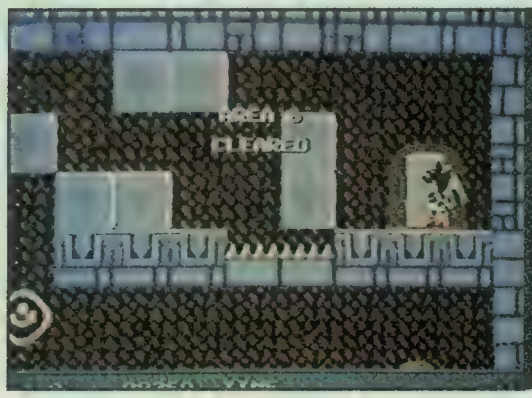
Make sure you exit through the upper door at the end of this sixth level. The lower door takes you back to the middle of the area.

Roll backwards on this log to navigate the sticky lake of chocolate syrup.

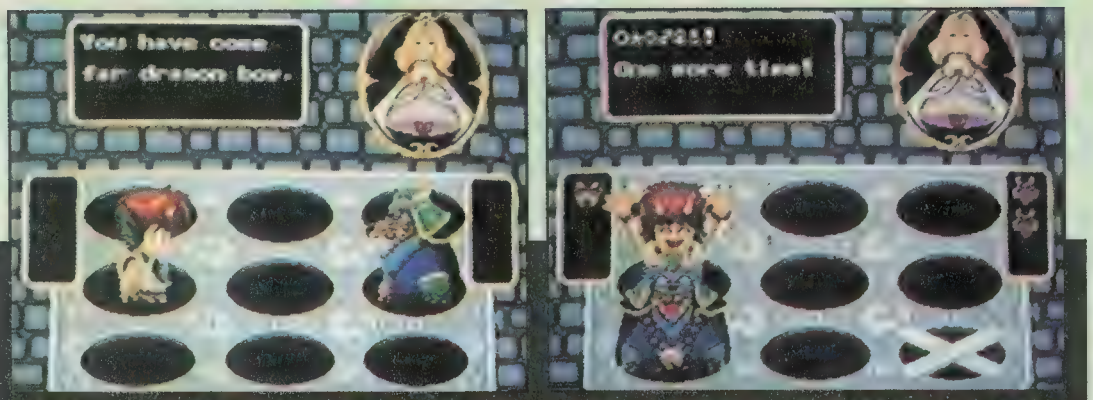
Leap into this corner of the fourth area's sixth level to warp back to the fifth level. Here you can gather up scads of special items before returning to the sixth level.



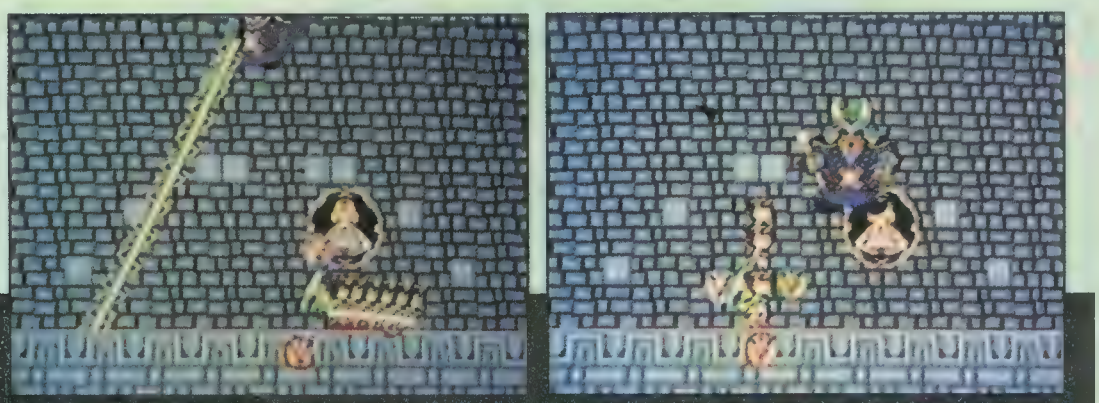
Grab a pair of wings here in the fourth area's sixth level. Use them along with the springs for quicker upward trips.



In this scene, you have to manipulate the blocks in order to create a pathway to the door on the other side. Think of it as a type of puzzle.



To clean up Marvel Land, you'll have to win a few rounds of Whack-a-Mole first. The object is to whack King Mole before he pops you.



A Whack-a-Mole win earns you a spot in the game's final clash. This theme park's royal mole will attack in two ways — either with flashes of lightning or by charging in at you. To beat him, get close enough to strike with your Spirit Tail. If you defeat him, Marvel Land will be safe again and Prince Talmit will receive a lifetime pass.

MIDNIGHT RESISTANCE

As a highly trained and battle-hardened soldier, you've spent years fighting every threat your enemies could think of. You've learned to expect dirty fighting from the enemy. But until you began a secret operation to bring down A vicious drug cartel, you never realized how dirty things could get.

Now they've kidnapped your entire family (even your grandparents!), holding them hostage until you back off. For diplomatic reasons, the government's hands are tied. If something isn't done soon, your next family reunion will be held in a cemetery.

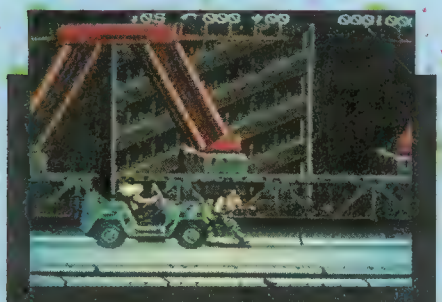
Jeff Lundrigan

With nothing but a rifle and the cover of darkness, you storm the cartel's headquarters, determined to rescue your folks or die with them.

One unique feature of *Midnight Resistance* is an optional control setup that lets you rotate your gun and fire in a direction other than the one you're moving in. It takes some practice, but one that's essential to beating the game.

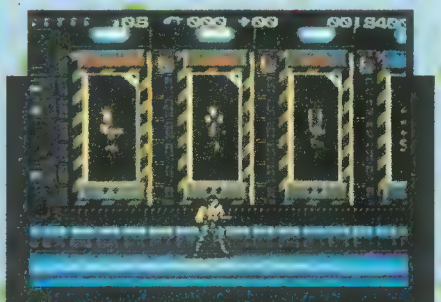
You'll also find that the ammo supply of any special weapons you pick up is limited, and since the fire button is really an on/off switch for the gun, it's easy to leave it on and quickly run out of shots. Be sure to keep an eye on how many rounds you have left, and shut the gun down if your ammo is getting low.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

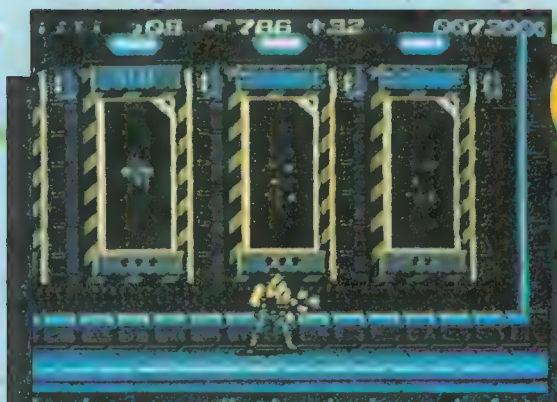


And so it begins — The jeep kills any enemy soldiers that touch it, so run slightly ahead of it and don't worry about soldiers coming up behind you.

This tank rumbles towards you, but it won't run you over. Stand your ground, jump in place to avoid its shots, and watch out for grenades *after* the tank explodes.



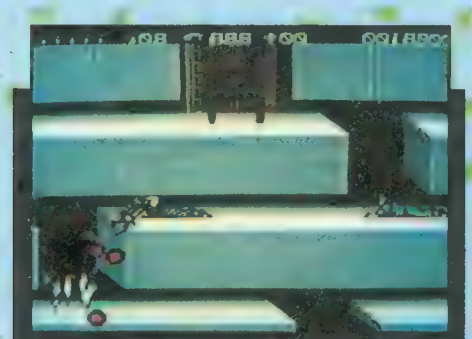
At the end of every stage you'll find special weapons in these storage lockers. The 3-way cannon is the most useful gun — you can get through the game and never have to use another weapon.



SUPER TIP

Look over all the lockers before making your choice. Sometimes you'll see the same item in two different lockers and one will "cost" less than the other.

You can kill this tank the same way you killed the first one. Make sure you get rid of all the soldiers first, or you might catch a stray bullet.

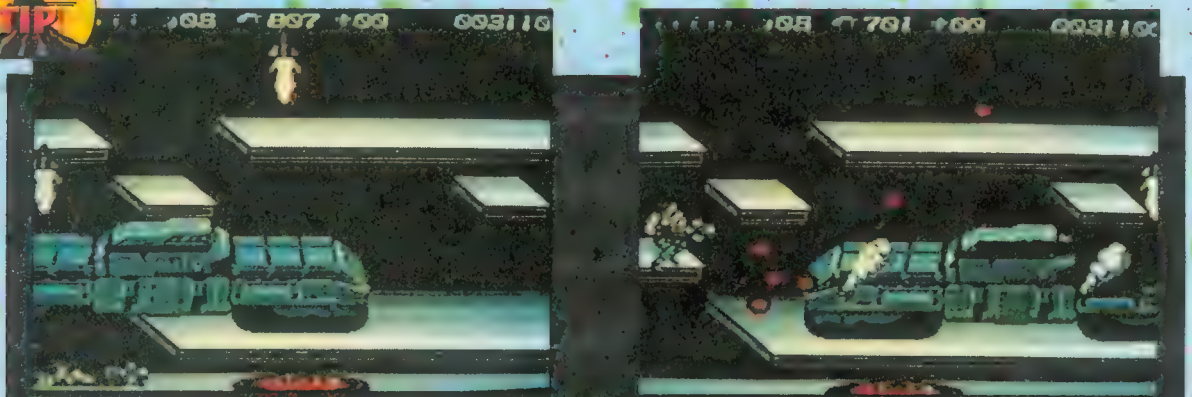


As you work your way down these platforms, clear the area below you of enemies before you drop to it.

These gunners shoot at specific angles. Use the spread of the 3-way to stand where they can't hit you, but where you can hit them.

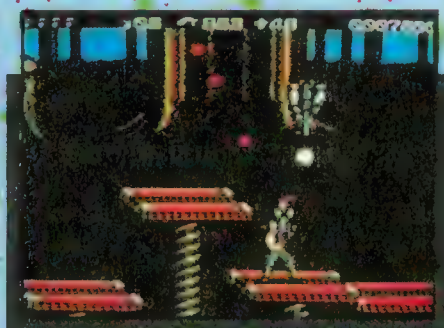
There's only one way to get through these conveyor belts. Blast the platforms beneath you and drop through. Make sure you don't get caught in the gears.

SUPER TIP

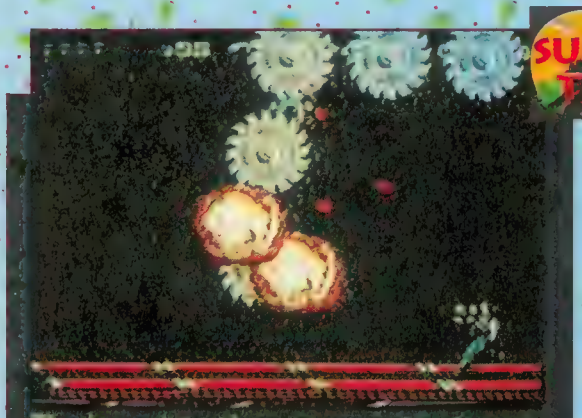


The first boss is pretty easy because there's a safe place to hide. Duck down in the gap at the bottom left of the screen and let the tank rumble over you, then jump up and shoot it when it rolls away. If you've got a nitro pack or homing missiles, the job's even easier.

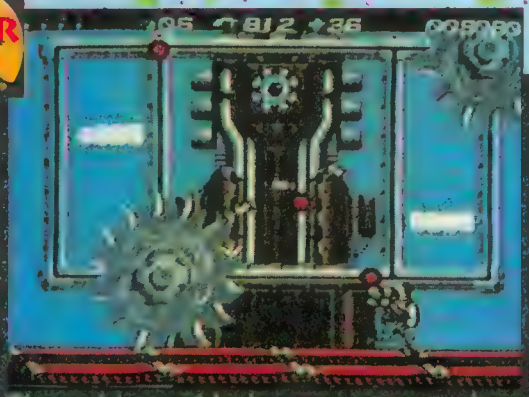
To get past this barrier, duck at the bottom of the hill and shoot. Most of the barrier's beams will pass over you, and you can easily avoid the ones that don't.



Get ready for a long elevator ride. Be careful not walk off your platform — if you do, you'll probably lose most of your keys and maybe even your weapons. Try to stay in one place, and rely on homing missiles and rotating your gun to destroy these flying enemies.

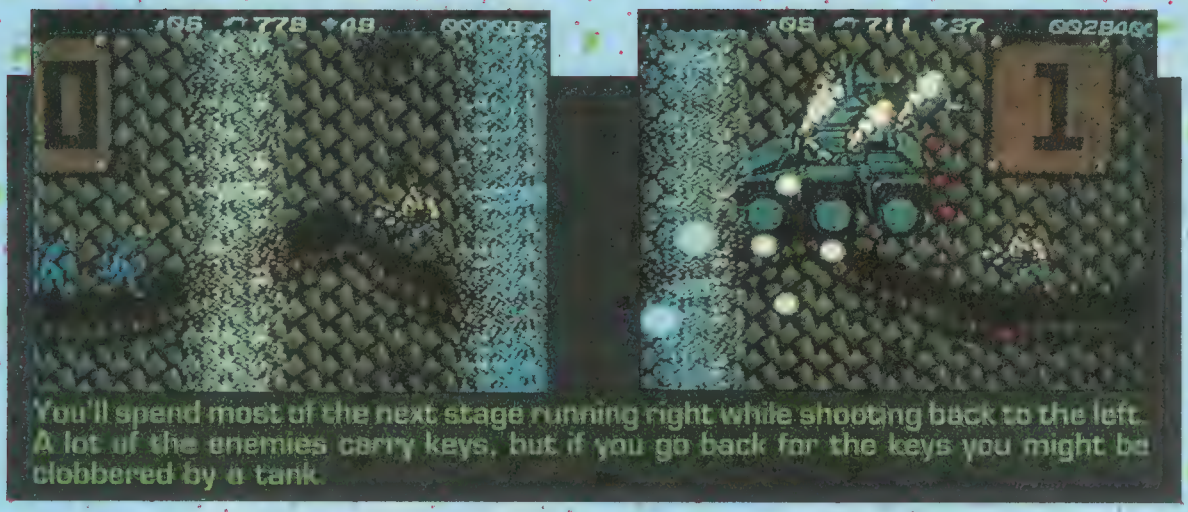


The boss has three separate stages. First, these saw blades will fall towards you. Stand to the right and shoot up at an angle, then move to the left and shoot again.

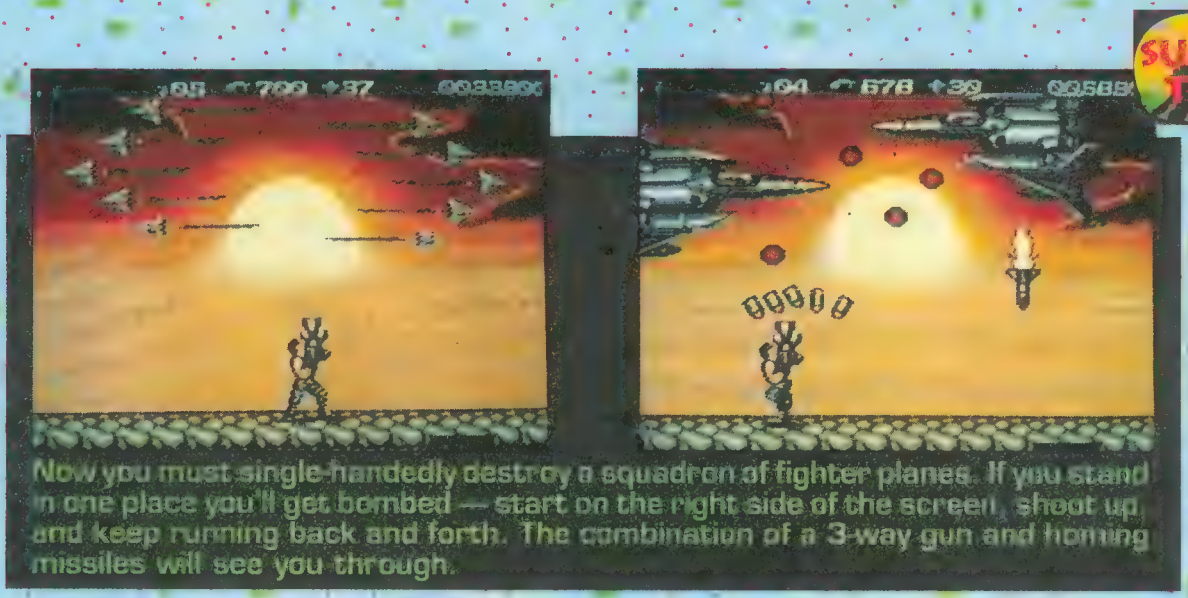


These bigger blades are mounted on tracks. Stand under the left one and shoot up, then run right while shooting left. When you're under the right one, shoot up until it begins to fall, then run left while shooting right.

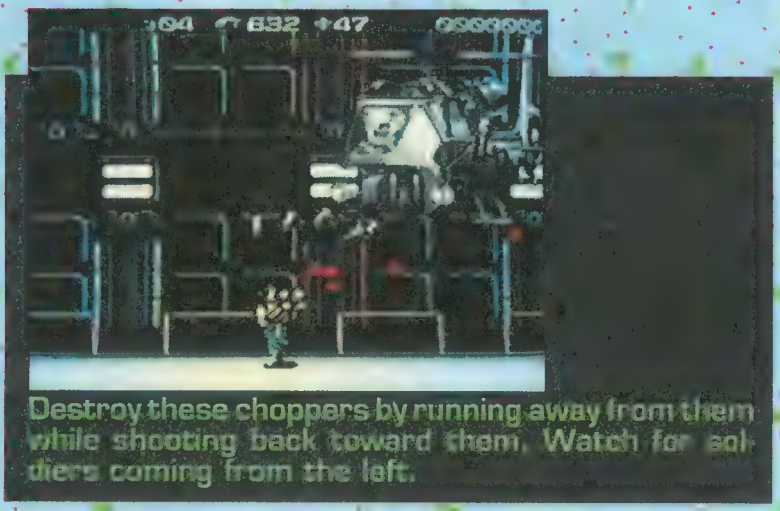
Finally, blast the computer eye. Just stand underneath and slightly to the side, and let your 3-way do the work.



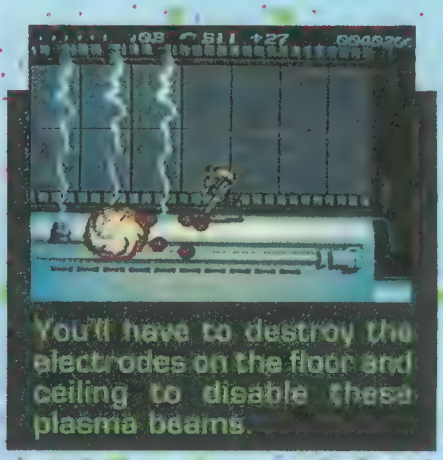
You'll spend most of the next stage running right while shooting back to the left. A lot of the enemies carry keys, but if you go back for the keys you might be clobbered by a tank.



Now you must single-handedly destroy a squadron of fighter planes. If you stand in one place you'll get bombed — start on the right side of the screen, shoot up, and keep running back and forth. The combination of a 3-way gun and homing missiles will see you through.



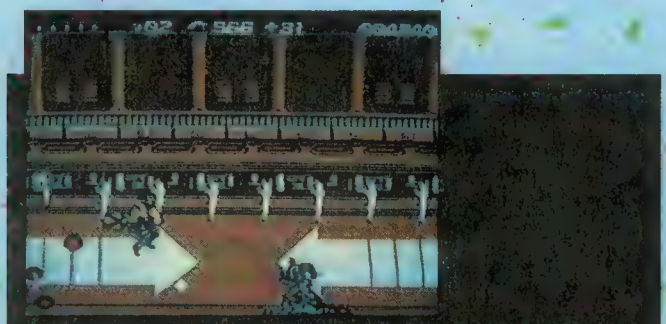
Destroy these choppers by running away from them while shooting back toward them. Watch for soldiers coming from the left.



You'll have to destroy the electrodes on the floor and ceiling to disable these plasma beams.

Stay as far to the left as possible when climbing this ladder, and keep moving so you can zip by the chopper. It's easy to destroy the chopper once you're past it because it can only shoot down.

To destroy each set of gears, crawl on the ground just ahead of the gear and shoot back at it. It should explode before it hits the left side of the screen.

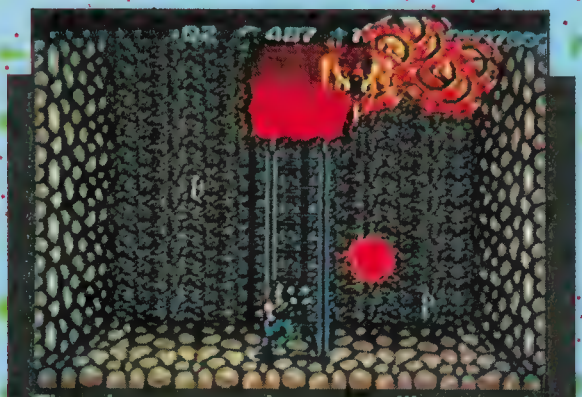


Between the gears, you'll be assaulted by soldiers from both sides. Concentrate your fire to one side, using a shower or homing missiles to kill the ones on the other side.

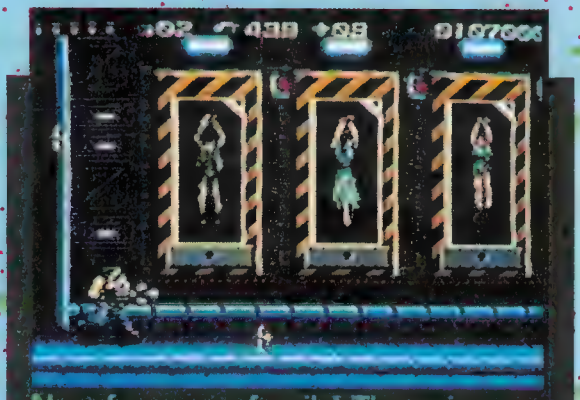
You can take a short breather as the head drug lord taunts you and gloats. There's no way to skip this section, so use the time to rest your fingers.

The next stage is short and fairly straightforward — you must sink a battleship. Don't stop moving, and maintain a barrage of nitro or homing missiles.

These ladders lead to the stronghold where the drug lords are holding your family. A barrier weapon is especially helpful during this stage, since enemies come at you from all sides. Carefully hop between the ladders and collect as many keys as possible.

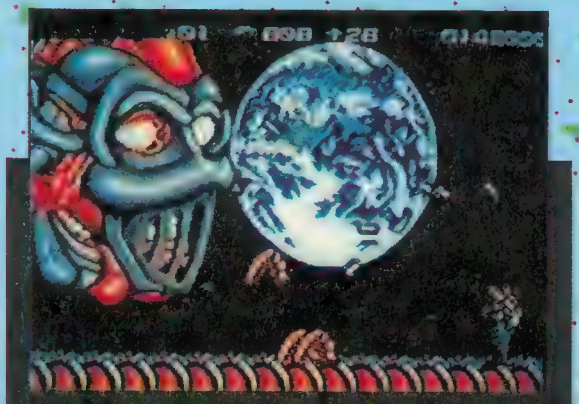


The dragon at the top will crumple pretty quickly if you've got homing missiles. If not, run left and right to dodge its shots, and leap over it when it moves to the bottom of the screen.



Now free your family! They give you weapons as they're released, but you don't know which ones. You're stuck with whatever they give you.

To get to the final boss, you'll have to shoot your way through this barrier. The blocks move constantly up and down while drifting right, so stay alert. The tunnel narrows toward the end, and here you won't be able to jump to dodge enemy shots — you'd better keep moving forward.



The final boss is pretty repulsive. He spits maggots at you, but don't let yourself be overwhelmed. His eyes are his vulnerable spot — but be ready for a surprise!

PHANTASY STAR III

Chris Slate

A thousand years ago, the planet Landen was nearly destroyed during a civil war. The evil Laya attempted to take over the planet, and a brave man named Orakio sought to stop her. In the final battle, both Laya and Orakio were killed, leaving behind few survivors and a barren, war-torn planet.

Centuries of reconstruction followed, and the Layan and Orakian lands became isolated from one another. All communication with other planets in the solar system was lost. Landen stood divided and alone.

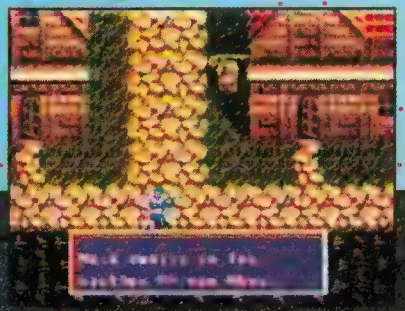
One day, a mysterious woman washed ashore in the Orakian lands. The noble Prince Rhys found her and cared for her. Their relationship became very close. Then, on the day that they were to be wed, a Layan dragon swooped down and carried the bride away. Furious, Prince Rhys charged off to her rescue — unknowingly setting into motion a chain of events that will change his world forever.

Phantasy Star III is much larger than the first two Phantasy Star adventures. It spans seven planets and two moons. The game is so large, in fact, that no one character can see the entire game through. You'll play through three generations, in which your characters will eventually marry, grow old, and die. The events and goals in each generation vary depending on who you marry. You can complete this game over and over and take a different route every time.

And once you finish the game, you'll finally learn what happened to the cast of *Phantasy Star II*!

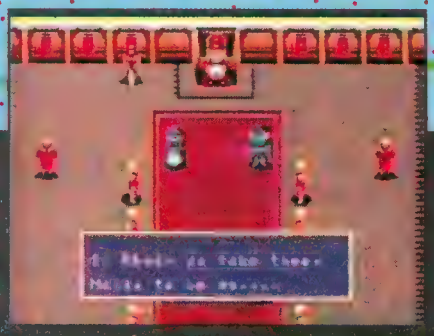
Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

A thousand years ago the evil sorceress Laya laid waste to Landen and to anyone who opposed her. Luckily, her reign was cut short by a young man named Orakio and his army of cyborgs.

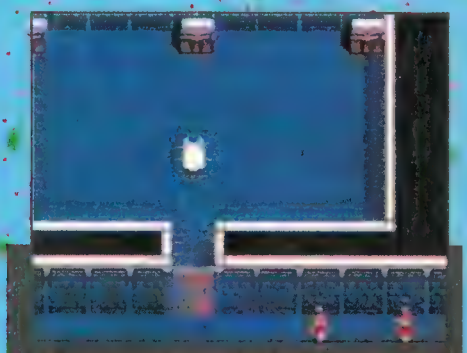


As you talk to the townspeople when you start the game, you quickly learn where you should go first. Head toward the castle gates, in the northern part of town.

Everyone's excited about the wedding today — your wedding! After speaking with the royal guards, walk to the left side of the castle to meet Maia, your bride. There's only one thing interfering with your relationship — she has amnesia and can only remember her name.



Just as the ceremony begins, Maia is kidnapped by a Layan! Rhys is filled with rage and demands that the King declare war on the Layans. The King replies by tossing Rhys in the dungeon to cool off.



When you reach the dungeon, you find that someone has left you three treasure chests containing 300 mesetas, a mantar, and a knife. Maybe the King's not so bad.

After you've opened the chests, you notice a girl by the cell door. Her name is Lena, and she wants to help you escape. She doesn't tell you anything about herself or why she is helping you, but have patience — you're destined to meet again.

Before you set out on your search for Maia, gather all of the information you can from the villagers. They know a lot about the world and can give you a few pointers.

SUPER TIP!

Be sure to stop by the weapons shop before leaving town. Use the 300 mesetas that you found in the dungeon to buy either a short sword or another knife. If you hold two knives in combat (one in each hand), you'll get to attack the enemy two times instead of one.

At this point you should save the game. You can do this at the building marked with a picture of a vase. If your quest should meet an untimely end, you'll start the game from the point at which you last saved.

Rhys is about to learn that his world can be a cruel and ruthless place. His first lesson is with the Chirpers. Although they're not as dangerous as the other beasts roaming Landen, there are lots of them, and the many battles will take their toll.

Make your way south to the town of Yaata. You'll notice that there's a boat on the shore, but its captain won't sail anywhere without a cyborg on board.

SUPER TIP!

To the southeast and across a bridge lies Ilan. The townsfolk there speak of a curious lady by a lake to the northeast. Could she be the cyborg you're looking for?

When you reach the lake, your suspicions are confirmed. Mieu is a cyborg who's been waiting centuries for a descendant of Orakio to command her. Her claw weapons are great in combat, and her healing techniques are very valuable!

SUPER TIP!

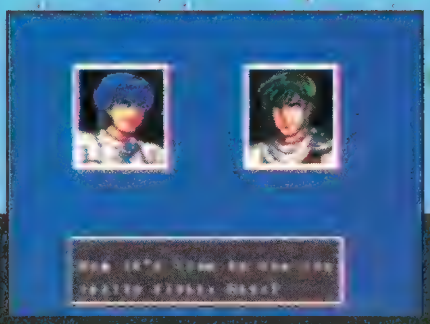
When you return to Yaata with Mieu, the captain agrees to take you out to an island where someone has fled with a stolen gem. Before you go, remember to save the game and to take Mieu shopping for better armor and weapons.

En route to the island the captain points out an ancient, sunken palace. Legends say that Orakio's sword imprisons the evil Darkforce there. Darkforce...doesn't that name sound familiar?

When you reach the island, you find a large cave. The monsters inside are stronger than any you have faced thus far, so watch your step.

At the end of the winding halls and corridors of the cave you meet Lyle. Lyle is a strange fellow. He politely hands over the sapphire, and then disappears.

SUPER TIP!

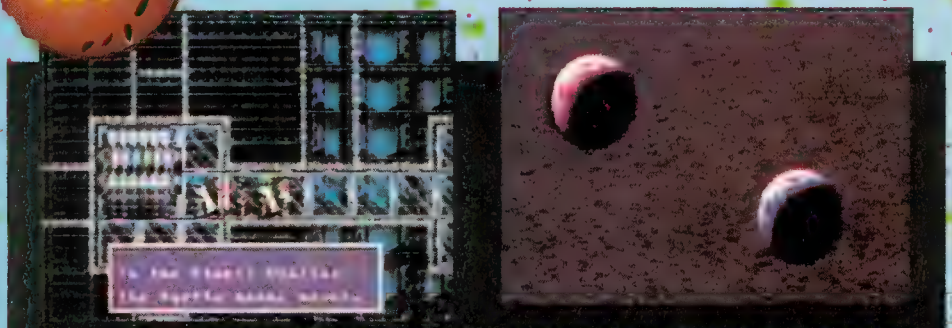


You will meet Lyle again a little later in the game, and this time he will join with your party. You'll also acquire one more member — a cyborg named Wren. But just when you begin to trust Lyle, he challenges Rhys to combat!

SUPER TIP!

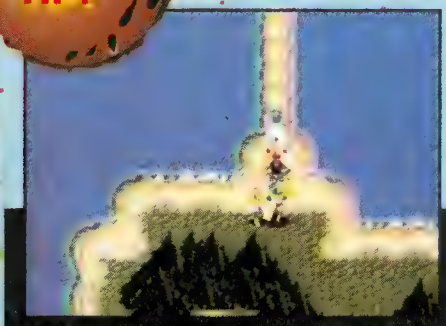
When you defeat Lyle, he humbly returns to your group, although the reasons for his actions remain a mystery for you to unravel. At this point you once again meet Lena, who joins your group. She tells you that you must journey to Aridia to adjust the satellite control system there.

SUPER TIP!



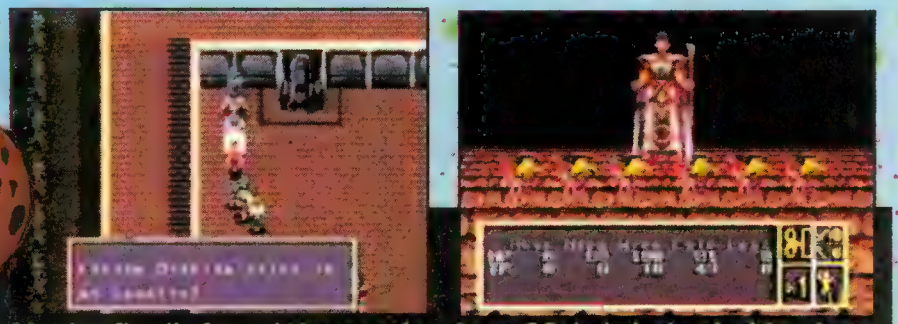
You must move the moons by using the controls atop the satellite tower. Once you have done so, return to where you fought Lyle and roam the coast there.

SUPER TIP!



When you stand in just the right spot, the moons trigger a land bridge which surfaces from the ocean depths. Continue across the bridge until you reach the land of Cille.

SUPER TIP!



You've finally found the castle where Maia is being held — but how do you get in? Try searching near the fountains. The king of Cille will attack you. This will be your toughest challenge yet, but Maia's freedom is on the line!

You did it! Maia is safe and now the two of you can finally be married! But wait — it seems that Lena has grown close to you during your adventures, and she wants to be your bride as well! The choice is not an easy one — choose Maia, and your adventures will continue with your son Ayn. Choose Lena and continue the game with Nial.

We chose to marry Maia. By marrying Maia, Rhys gained control of the land of Cille, and ruled it justly for many years.

Now begins the story of Ayn, the second generation of the game. After years of peace a new evil — an army of cyborgs — threatens the people of Cille.

King Rhys tells Ayn to take the Mieu and Wren cyborgs to find a place called the Satellite. Hopefully the people can find shelter there before the cyborgs reach them.

SUPER TIP!

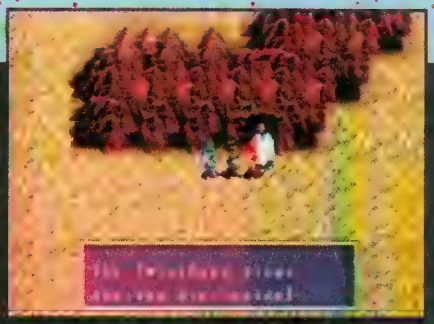
Revisit some of the old towns from the first generation. The people there have new information that can point you in the right direction.

As the cyborgs near Cille, your family retreats to a cave on Aridia. The cave is located to the left of Hazatak, and beside it is another cave you can't enter.

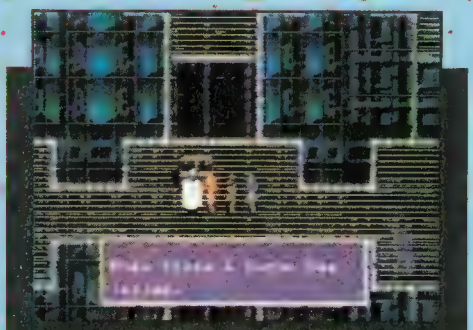
When you reach your family, you find that Lyle is waiting there with some shocking news. Thea, his daughter, has been kidnapped and taken to the east. He asks you to rescue her and gives you a key you'll need.

SUPER TIP!

When you find Thea, she joins your party. Take her back to Lyle and he will give you the Twins Ruby. You can't continue your mission without it.



Use the Twins Ruby to enter the cave that lies north of Hazatak. The enemies inside are very strong, so take a healthy supply of Antidote and Trimate.

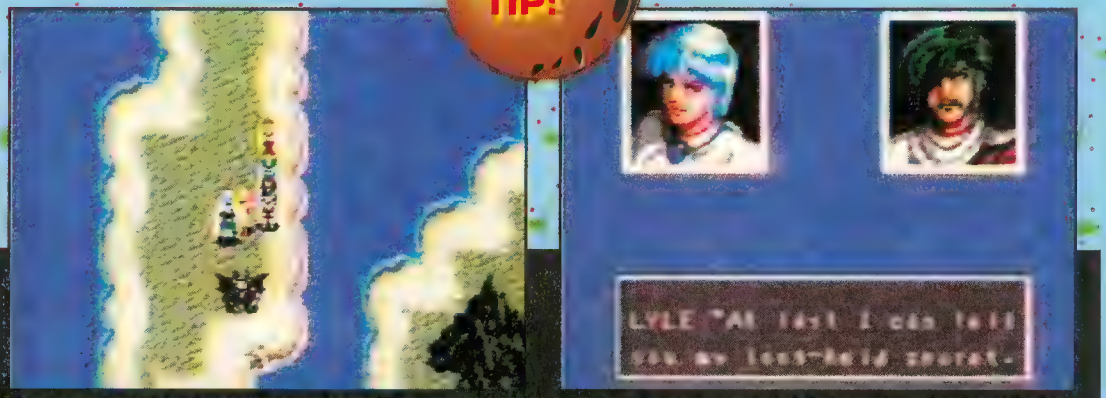


As you travel through the cave, be sure to locate all of the treasure chests. Many valuable items can be found here

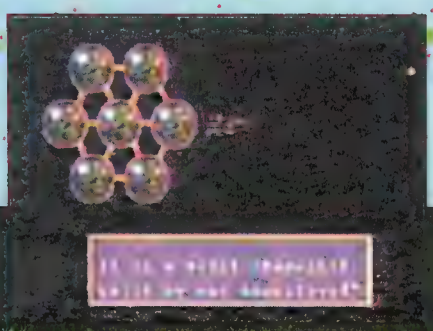
SUPER TIP!

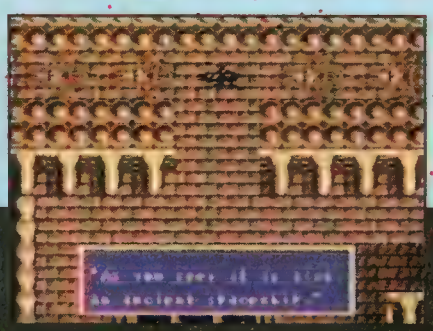
While traveling in the cave, you meet Sari. You learn that she is Lena's daughter, and that she has the Power Topaz, an item you need desperately. She won't give it to you willingly, though. She will hand it over only if you defeat her in combat, and then she will join your party to help guard it.

SUPER TIP!

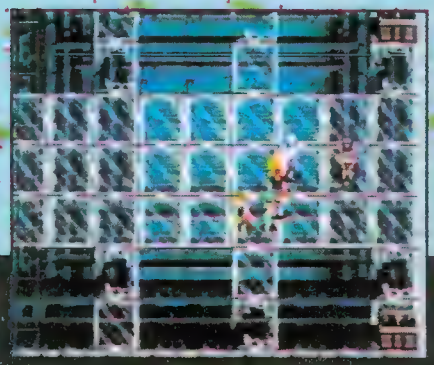


You must travel down the Dragon's Spine to meet an old friend, who will give you a lift to the Engineer's Island. Be ready for a surprise!

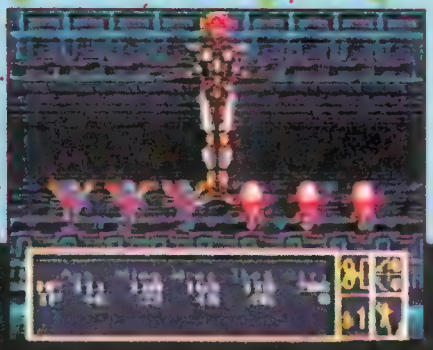




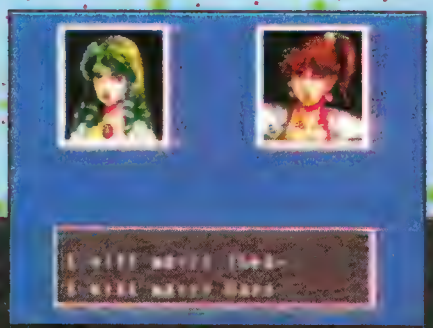
You climb aboard the space jet, and you're lifted into space. From this vantage point you see that all of the planets are actually connected by a large framework, and together they form the ultimate space ship! You'll land on the legendary Satellite. Be ready for the meanest enemies the galaxy has to offer!



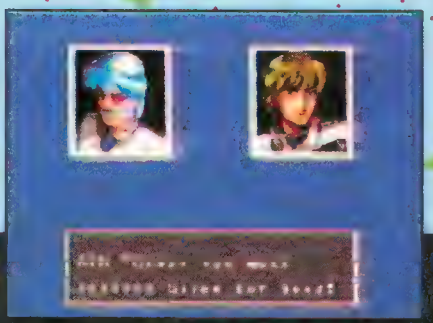
SUPER TIP!

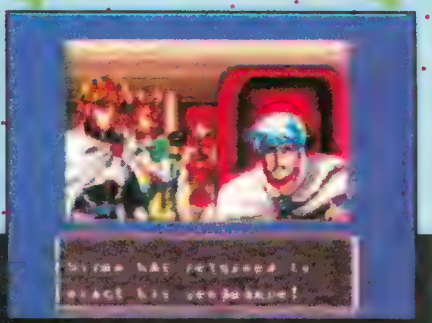


Aboard the Satellite you confront Siren, leader of the cyborg rebellion. Remember to have lots of Trimate, and to save Mieu's and Sari's technique points for healing the group during battle. When you defeat Siren, he escapes, vowing revenge.



It is once again time to choose a bride. Thea and Sari both want to marry Ayn. (We chose to marry Sari and continue our adventures using their son Crys.)

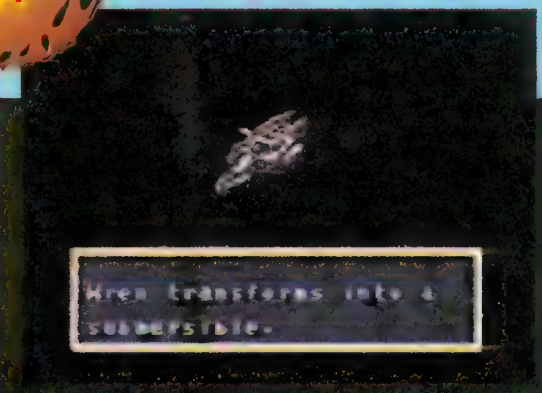




As the third generation begins, you learn that Siren has returned to extract his revenge! King Ayn sends his son Crys on a mission to find and destroy Siren.

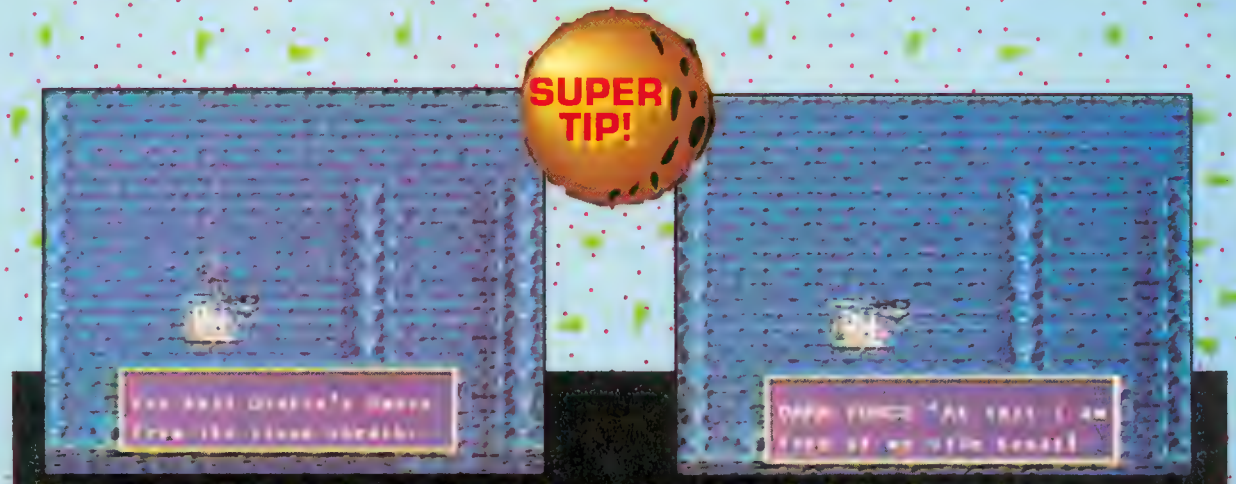
It appears that there is more to the Wren cyborg than anyone expected. Townspeople speak of extra cyborg parts which enable him to fly, swim, and submerge!

SUPER TIP!

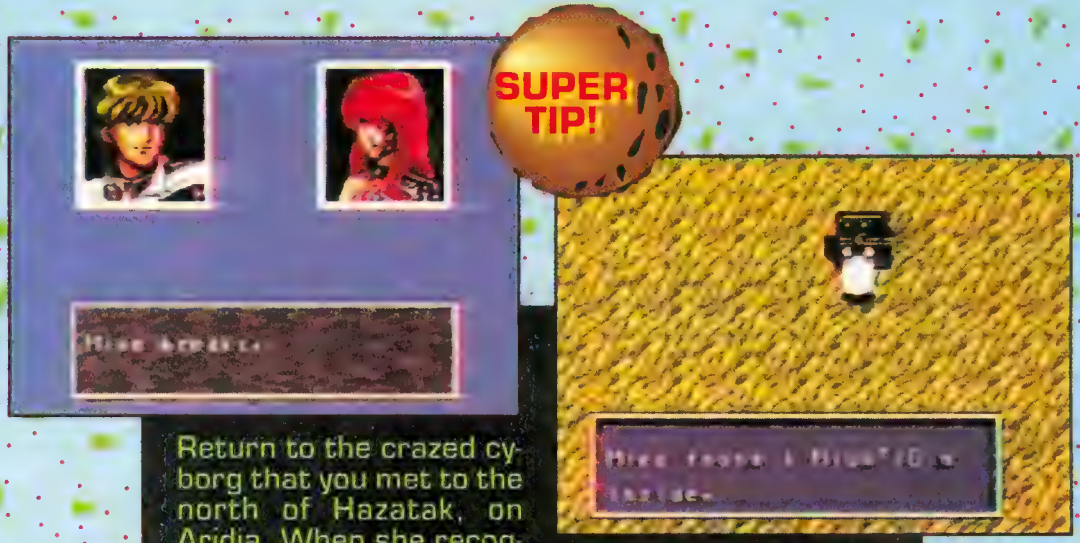


Once you find the Wren parts that allow him to dive, return to Aridia. Travel along the right side of the river, which lies south of Hazatak. When you reach a certain spot, Wren transforms into a submarine. He'll take you to a hidden world within Aridia.

The only thing that you find is a temple that you haven't been in before. Enter to learn the secrets of the priests inside, and to gain a powerful addition to your party!

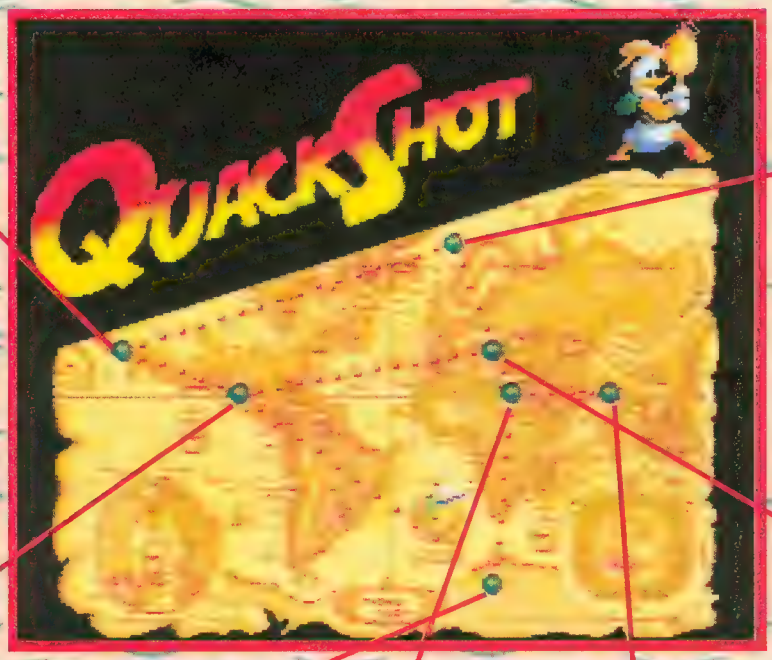


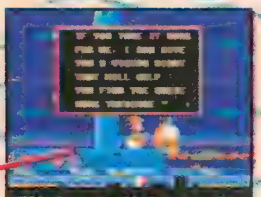
You now return to the sunken palace, where you find the legendary sword of Orakio. But when you pull it from its stone sheath, you unknowingly release the most powerful evil the universe has ever known — the Darkforce!



Return to the crazed cyborg that you met to the north of Hazatak, on Aridia. When she recognizes Orakio's sword, she will give you Miun's claw, another of the legendary weapons you'll need for the final battle. Once you've collected all five of the ancient weapons, travel to Sage Isle on Draconia to learn the name of the awesome power that can defeat the Darkforce!

There's a dead-end in Duckburg that you can't pass without the green plunger. After visiting Mexico, return here and this fellow will have something for you.

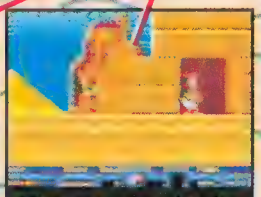




This viking is having trouble with ghosts. They've taken over his ship and locked him up on deck. If only Donald had the Viking Key, he could help out.

You can't enter these ruins in Mexico unless you have the Hero key. Try looking for it in Duckburg.

Near the end of the South Pole you'll find the Viking key. Unfortunately, it's frozen in a block of ice.



The pyramid in Egypt is loaded with traps. You'll need a special item to solve its deadly secrets.

In Maharaja, Donald meets a princess who's willing to help — but only if you can defate a deadly tiger.

Upon entering the Count's castle in Transylvania, you're immediately stopped by this wall. Only one item can bust through it, and you'll find it in Duckburg.

Chris Slate

While looking through some books in Uncle Scrooge's library, Donald Duck found a map to the Great Duck Treasure. But little did he know that as he began reading the map, the notorious Big Bad Pete was spying through the window. Pete saw the map, and he and his Ducky gang quickly decided to steal it. Before they could strike, Donald took off to find the treasure himself.

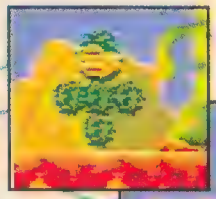
What dangers await Donald on his adventure? Will Pete and his gang cause any trouble?

Quackshot spans eight countries, each with its own puzzle to solve. The graphics are top-notch, and the background music is very good, too. The game is notably nonviolent — Donald's main weapon is a plunger, which stuns his enemies instead of killing them.

Quackshot is another great adaptation of a classic Disney character, and a welcome addition to Sega's line of games for younger players. The only possible problem with *Quackshot* is its level of difficulty. While some parts of the game are easy enough for young players, the group that *Quackshot* will probably appeal most to, other sections are very difficult.

Sega of America, 130 Shoreline Drive, Redwood City, CA 94065

Donald is usually an easy going kind of guy, but as soon as he eats one red-hot chili pepper too many, he goes out of control! He's invincible during this time, so run though the stage as fast as you can

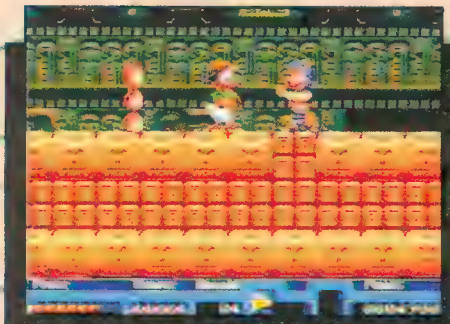


SUPER TIP!

Look out for these cactuses in Mexico. If Donald gets too close they'll explode, throwing needles everywhere. It's best to shoot at them from far away.

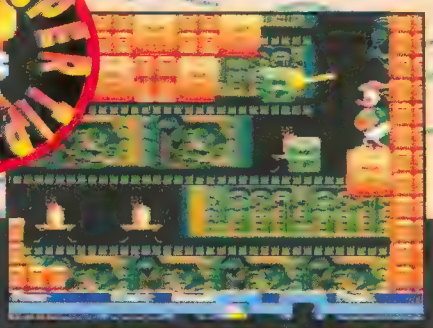
These crabs continually throw blocks into the air. If you stand on the blocks, you can cross the quicksand easily — and grab some helpful items, too.

Hopping from stone to stone in Transylvania is easy enough, but look out for vampire bats! They'll knock Donald off into the water. Jump up and shoot them before they get too close.



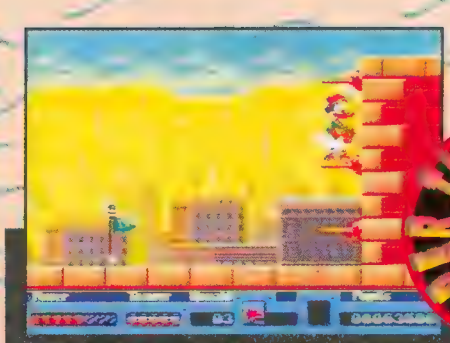
Once inside the ruins in Mexico, keep an eye out for these fire-throwing dogs. Run up close to them and attack — their fire should arch over your head and land harmlessly behind you.

SUPER TIP!



If you freeze these floating stones with your plunger, you can use them as stairs to reach higher levels.

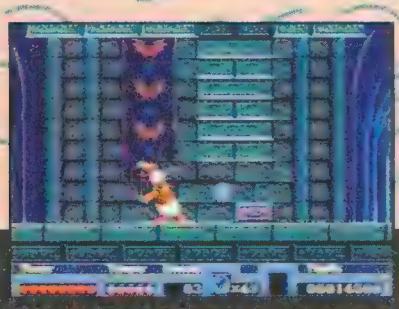
Deep within the ruins waits Goofy. He's found a note and a red plunger. These two items will prove invaluable to Donald.



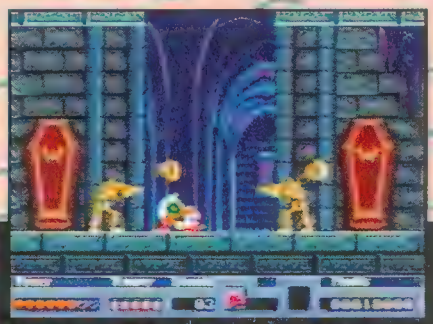
With the red plunger in hand, return to Duckburg. You can now scale the wall by shooting your plunger at it repeatedly, forming stairs.

When Donald runs out of buildings to hop to in Duckburg, his only choice is to ride the power lines. As soon as you spot another pulley, jump to it to avoid electrical shocks.

Riding the power lines will take you here, where Donald receives Bubblegum ammo. Your next stop should be Transylvania.



The Bubblegum ammo makes short work of the walls that block your way in Transylvania. You can also use it on barrels to find secret items.



Slide past these coffins as fast as you can, or you'll meet up with these skeletons. Duck under their heads and fire at their legs.

Part of the Count's castle is underwater. Donald moves slowly down here, so use the slide maneuver to jet under these stomping blocks.

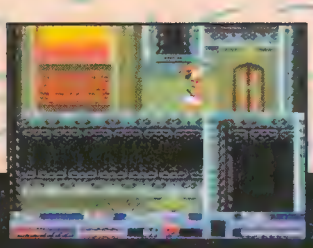
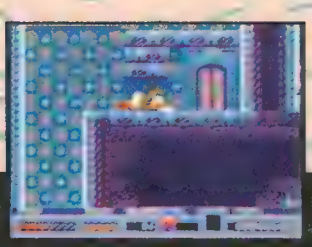
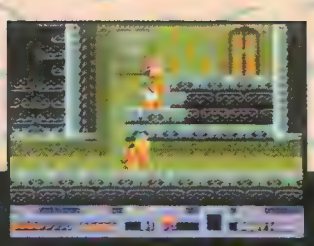
At first this big ghoul seems harmless, but stick around too long and he bursts into several smaller ghosts. If you can stay away from them for a few moments, they'll disappear.

This level will keep repeating itself if you don't take the right path. Shoot away all these bricks with the Bubblegum ammo and you'll discover that the middle one won't go away. Stand on it and it will lift you up to a door.

You must climb quickly here or you'll be crushed by this wall on the left.

The next corridor also repeats itself. Climb up here to find the door.

The Count flies around at the top of the room while throwing bats at Donald. Leap up and freeze him in his tracks with your plunger. For the final couple of blows, you may have to shoot a plunger at the wall and stand on it to reach him.

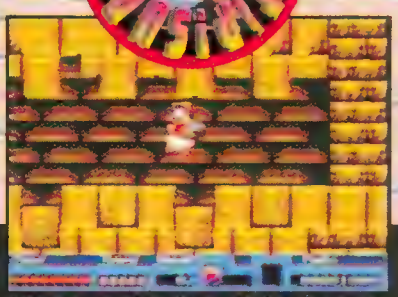




Donald's ready to take on the tiger in Maharaja, but he has to find it first. Take these doors in order to reach the cat.

The tiger's only weak spot is under his chin. You can only hit him from beneath, so wait until he leaps over you to fire. When the tiger stops moving, quickly run to the opposite side of the room and hang from the ceiling on your plunger. The tiger's fire should miss you.

Climb up through the ceiling here to find a valuable shortcut and a room full of items!

Hold down the A button to run through these corridors at top speed. Fire will chase you every step of the way, but if you keep running you shouldn't have any problem.

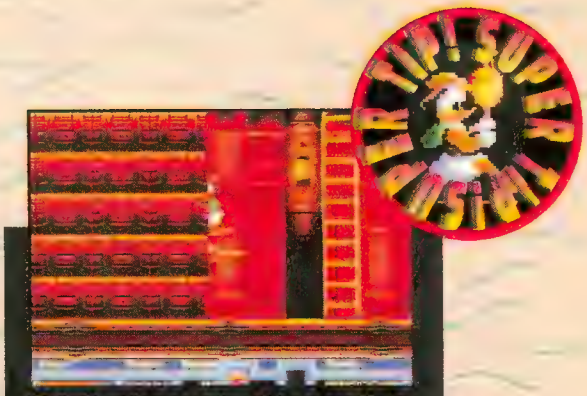


Upon entering this room, Donald unwittingly activates a trap. The only way to get out alive is to jump off of the symbols on the floor in the right order. Look carefully at your items for a clue.

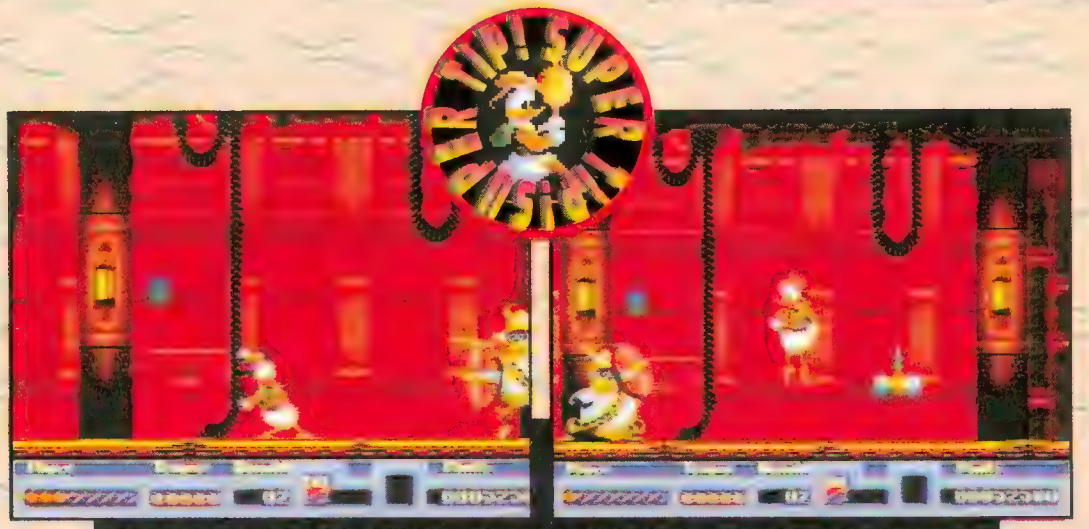
Beating the trap will earn you this staff. It will come in handy in the South Pole.

Donald's in for a wild ride in this rail car. Leap to another car when it looks like you're heading for a fall.

Using the staff, Donald finally obtains the frozen key in the South Pole. Take it to the Viking immediately.



Walk through this wall in the Viking ship to find the door to the boss.

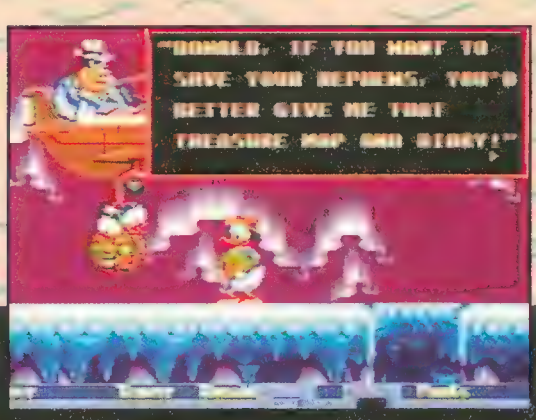


You must hit this Viking ghost on his helmet when he lowers his shield. Watch out for his axe — you'll need to duck or jump to avoid his attack.

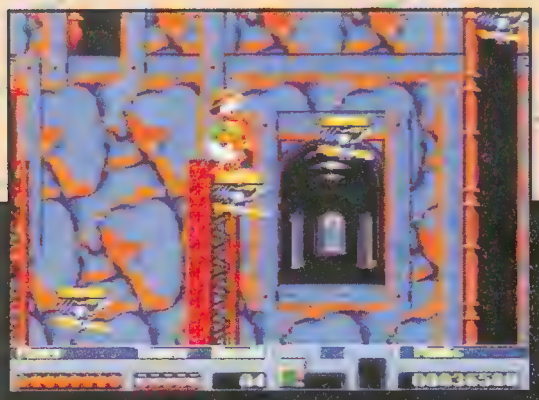
Using the new Viking plunger, Donald can now cross this chasm in the South Pole — with a little help from a bird.

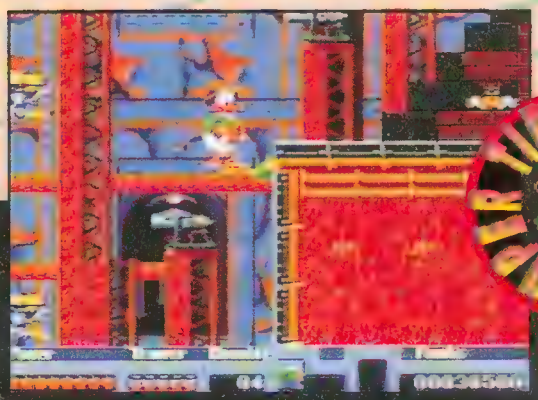
This killer whale leaps out at Donald when he's in mid-jump. If you jump as high as you can, he shouldn't be any problem.

Use the Bubblegum ammo to find the Viking diary buried deep within the ice.

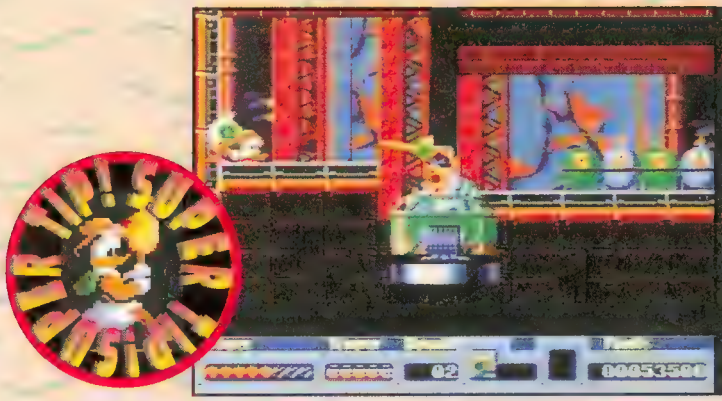


When you climb back up to the surface of the South Pole, Big Bad Pete is waiting for you. He's kidnapped your nephews, and he won't give them back until you hand over the map and diary!





Hopping to these hover platforms can be tough. Continue making your way to the right to reach the end of the stage. When you reach the end, there isn't anything close enough to jump to. Shoot a plunger to leap to.



When you reach Pete's room, make your way to the upper-left corner and wait for him there. Aim for his head, and slide out of the way if he flies over you. After defeating him, read the diary to learn the location of the Great Duck Island, where your final adventure awaits. Good luck!

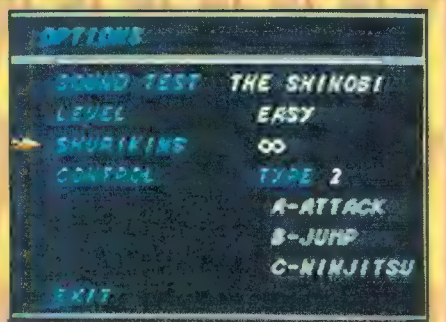
THE REVENGE OF Shinobi

Jeff Lundrigan

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

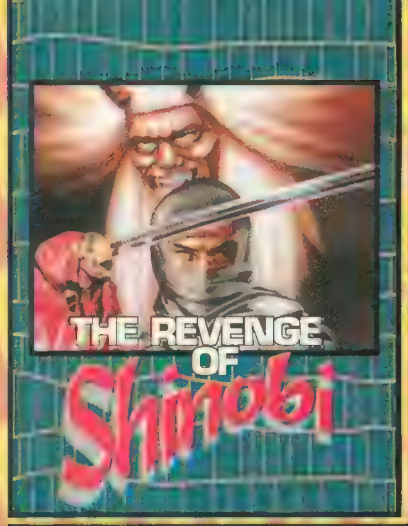
It's been three years since Joe Musashi, the master of stealth, fought and defeated the crime syndicate "Zeed." But such a powerful and far-reaching organization as Zeed couldn't be stopped forever. Now Zeed is back, and they're more dangerous than ever.

The "Neo-Zeed," as the gang is now called, has vowed revenge. They slew Musashi's teacher and took his girlfriend prisoner, retreating into the heart of their fortresslike headquarters. Once again Joe Musashi, master ninja, is forced to battle the evil crime lords.

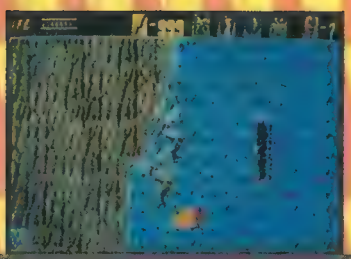


An unlimited supply of shuriken is a big help. At the option screen, set the number of shuriken at "00," then wait — after a few seconds the "00" will change to an infinity symbol.

The Revenge of Shinobi is the excellent sequel to the popular Master System game *Shinobi*. In this in-depth strategy guide, we'll take a closer look at *The Revenge of Shinobi*, highlighting "secret" items, hints, and tips. We'll also give you a map to the final labyrinth! So get those shuriken ready and practice your somersault attacks — only a master ninja can hope to defeat the Neo-Zeed.

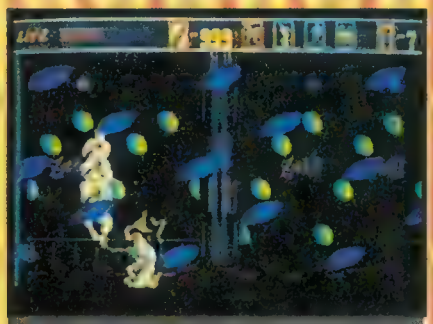


The first boss is easy to beat — stand up on the platform where he can't hit you, and do somersault attacks when he swings his sword.



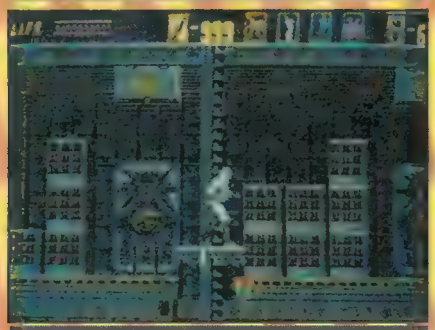
Use Fushin magic while crossing the logs near the end of stage 2 — it's almost impossible to make the jumps without it.

Stay on the rooftops during the second half of stage 2 — you'll run into a lot fewer enemies there. Shoot the wall just before you exit for an extra Ninja Magic.



Fighting this boss in the flashing lights of a disco is confusing, but not too tough. Use Ikazuchi magic, and stay low and as close to the enemy as you can. When he turns into a shadow, stay in one place and keep shooting toward him.

The first half of stage 3 is tough, so go ahead and use Ikazuchi magic if you have to. Stand on this wall before exiting and shoot for another Ninja Magic.



There's a one-up inside the cargo plane. Shoot the wall here, at the second elevator.

The stage 3 boss is tough, but you can beat him easily if you stand *exactly* in this spot. Walk over and stand in front of the boss, aligning your head with this row of tiles on the wall in the background. The beams overhead won't fire. Use somersault attacks when the brain is exposed.

At the beginning of stage 4, make a somersault attack while leaping to the conveyor belt. You'll uncover a two-up. You'll have to die to grab the item, but you'll still be ahead one life. You can do this as many times as you want.

The boss of the junkyard is easy to beat if you stay out of his way. Stand on the platform and use the somersault attack, leaping over the junk he hurls.

There's an extra Ninja Magic at the beginning of stage 5. Just shoot at the left wall and grab it.

It looks like you have to die to grab this one-up, but you don't. Just walk to the very edge of the platform and it's yours.

Killing the truck at the end of this stage is easier if you use this technique. After you've destroyed the two globes at the right, kneel here where the center globe used to be and shoot off to the left.

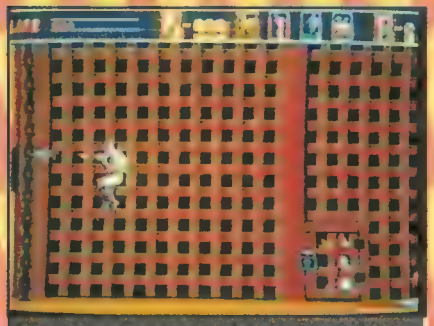
The end of stage 6 has an especially tough double boss. Don't even mess with Spider-Man — blast him with Mijin magic. The second boss can be beaten with somersault attacks. If you have a magic left, use Ikazuchi.

Stage 7 begins on the waterfront. You'll have to use Fushin magic to get across this gap — you can't make the jump without it.

There are two extra Ninja Magic icons near the exit of this room, so use your Ikazuchi magic.

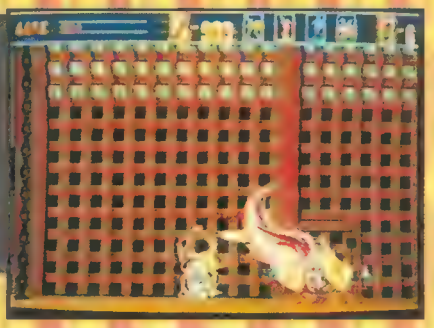
The boss of stage 7 is a fire-breathing Godzilla lookalike. Stand on either of the platforms and make somersault attacks over his flames. You'll have to be fast, and you should probably use Ikazuchi.

Stage 8 is pretty difficult, but *don't use any magic* — save it for the final confrontation.



The Neo-Zeed have locked your girlfriend in a room with a falling ceiling. Shoot into this hole in the wall to slow the ceiling's descent.

The final boss is actually pretty easy to beat — if you have the POW, and if you haven't used any magic. Use Ikazuchi magic to make yourself invincible, then duck and start shooting Zeed. *Just as the Ikazuchi wears off, use it again!* A few more hits and victory will be yours!



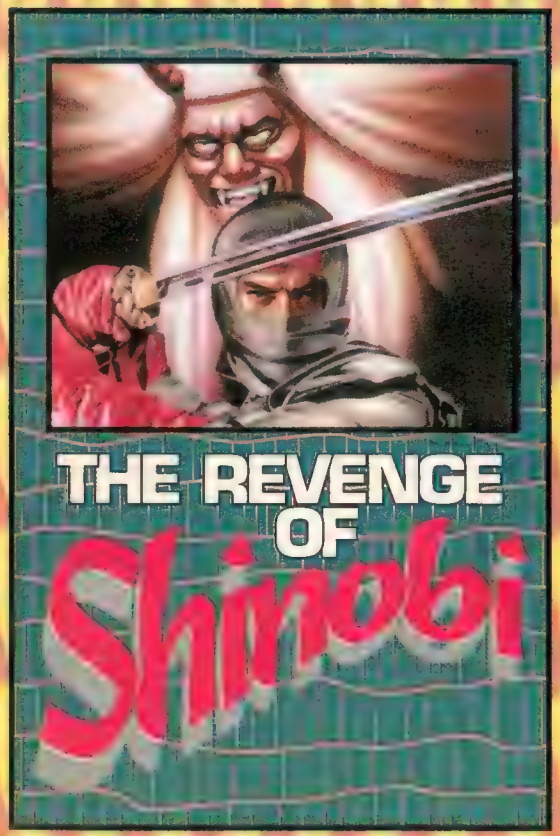
START

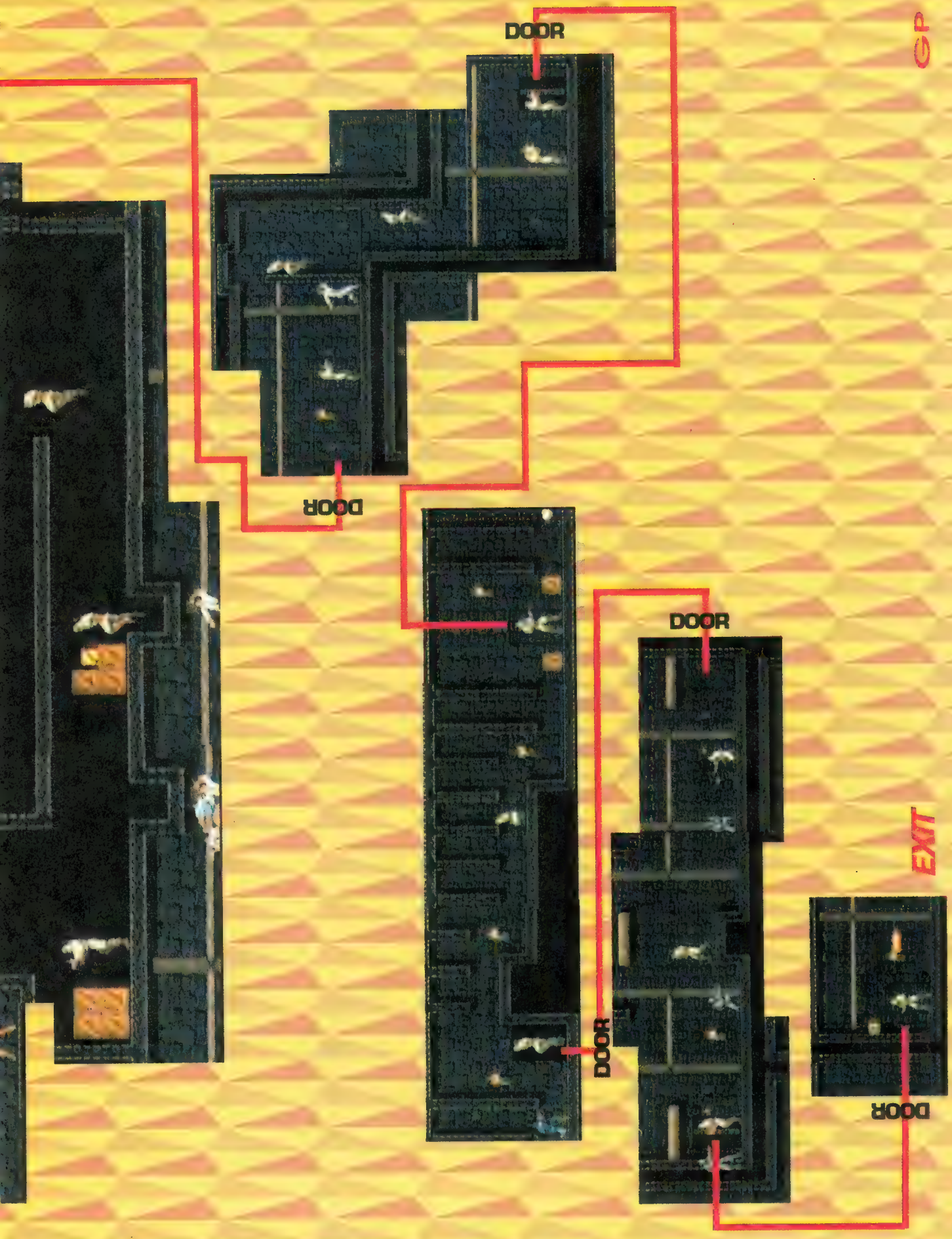
As you enter this door, *hold right!*

DOOR

DOOR

DOOR




DOOR
DOOR
DOOR
DOOR
DOOR
EXIT

ROLLING THUNDER 2

Namco. 3255-1 Scott Boulevard, Suite 102, Santa Clara, CA 95054

Stephen Poole

If it's not *the* best arcade-action game for the Genesis in 1991, *Rolling Thunder 2* is at least right up there at the front of the class. It delivers all the fast, furious, down-and-dirty action you can handle, and then some.

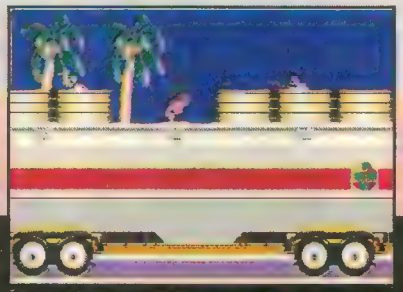
Why is *Rolling Thunder 2* such a winner? Because everything in the game has been done right, from the good-looking graphics and slick animation to the ultracool soundtrack (check out the music when you're in Egypt — it's almost hypnotizing!)

The plot is simple: With the help of a despicable arms merchant named Gimdo, the terrorist organization Geldra is destroying the world's communication satellites. The resulting chaos has pushed the global economy to the point of disaster. As an agent of the international crimefighting organization WPCO, you must infiltrate Geldra and stop Gimdo — at any cost.

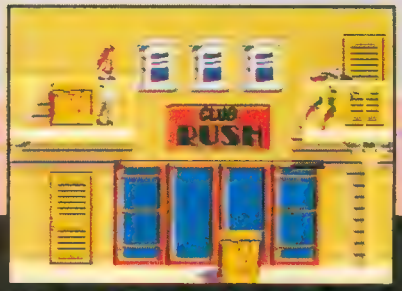
Play as the male agent Albatross or the female agent Leila, or better yet grab a friend and take on the bad guys as a team. Both one- and two-player games are exciting, but there's something especially rewarding about working with your partner to figure out the best strategy to use for each scene.

Rolling Thunder 2 is very challenging, but it's the kind of challenge that hooks rather than frustrates. If nonstop action brings you satisfaction, you owe it to yourself to pick up *Rolling Thunder 2*.

Enemies tossing hand grenades couldn't care less if they happen to chuck a bomb onto a comrade. Let the guard above you kill his buddy with a grenade, then hop onto the balcony and open fire.



Don't waste precious bullets here — it's easy to jump past the guard hiding in the barrel to the left, saving your ammo for the enemy just ahead.



If you can take out a target from a distance, do it. Jump onto the balcony at the left of the screen for a safe, easy shot at the guy tossing grenades.

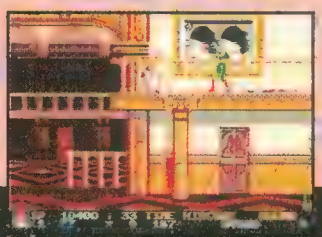
Remember: Check out every door you see! Even ones that aren't marked can house bonuses such as increased time on the clock, or extra hit points.

SUPER SHOT

The safest way to take out this panther is to walk along the balcony, then drop down *directly* in front of the statue when the panther turns to the left. The guard on the other side of the statue will take care of the rest.

Here's a really nice touch: You can hide inside archways if you're surprised by an enemy, or just need time to study the situation before advancing.

There isn't a boss for every level, but when you do run into one, look out! Make sure you grabbed the flamethrower before taking on the Level 2 boss, and keep a close eye on the targeting cross hairs of the boss's laser.

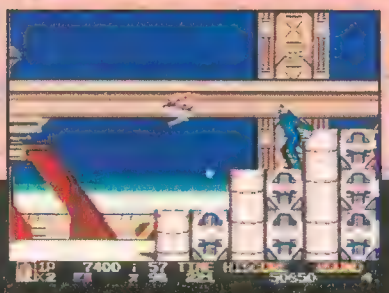


You've made it inside the mansion, but things are just as hairy here as they were in the courtyard. Watch out for the guards that slide out of these tubes.

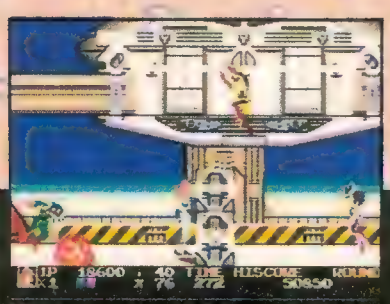
It takes a shot from behind to kill this guy, who looks like a deep-sea diver inside a ball of lightning! After he's destroyed, jump to the top balcony and move *just past* the statue, then drop down and retrieve the bonus hidden in the door to the right.

Don't go too far to the right here without climbing to the top level. If you do, the screen scrolls down, costing you the bonus in the top right door.

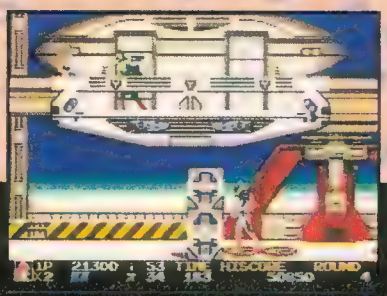
Walk forward on the bottom of the screen until an unseen foe begins tossing hand grenades, then jump up onto the platform and start blasting.



What's this — a bomb shaped like a bowling ball? Make sure there are no foes behind you before you walk to the bomb bowler, then leap to the platform to avoid the first bomb he releases. Open fire as soon as your feet hit the platform.

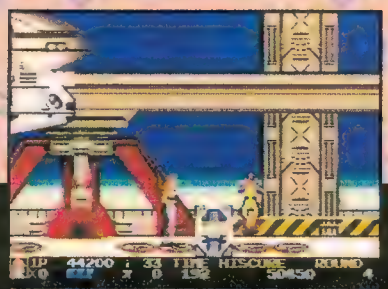


If you walk right up to this barricade, the guard on the other side tosses a hand grenade, taking care of the enemy following behind you. You run into this situation several times in Level 4.

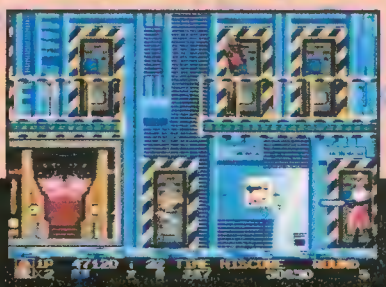


After the guard on the right destroys your pursuer, jump onto the ship and start blasting — one of the ship's doors holds a bonus.

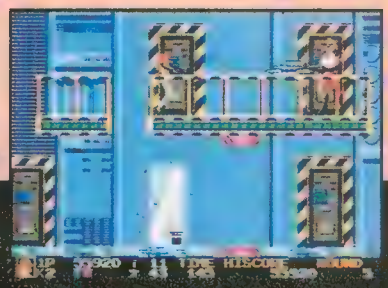
This bomb bowler (and all the following ones) can be destroyed before he attacks. Walk forward until he barely appears at the edge of the screen, then go back and climb onto this crate for a clear shot.



Beware of terrorists popping out of the red circles on the floor of the complex.



Level 5 takes place in the lab where droid guards are created. The action here is very realistic — you must duck into doorways to avoid enemy fire, then pop out and shoot. It takes four hits to kill guards in doorways.



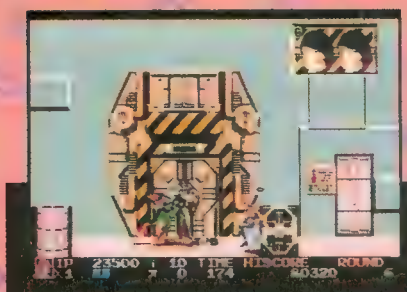
The shot cluster works great against droids hiding in doorways, because it only takes one hit to do the job.

Don't even think about trying to scoot through this dripping goo, no matter how good your timing is.

With this many tubes for guards to slide out of, you can bet there's big trouble ahead!

Dozens and dozens of droid guards appear at the end of Level 5. To make matters worse, a deadly laser slowly follows you as you struggle to blast your way through all the enemies. The only advice here is to shoot and move — and do both as quickly as you can.

Near the start of Level 6, you meet this grenade-tossing sentinel. You can safely stand here and shoot him, but watch out as you move into position — an enemy will appear directly behind you.

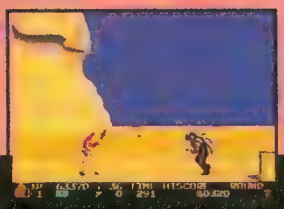


Before going into the ammo room, squat down against the barricade and face left. When guards start pouring out of the door, start shooting before they have a chance to open fire.

There's a unmarked door with a bonus just above this spot, but if you jump up in the wrong place a guard tossing grenades will prevent you from reaching it. Go to the left before jumping up...

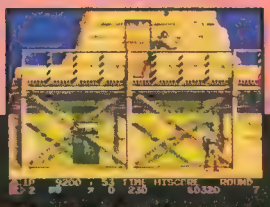
...and the guard with the grenades will head left to stop you, leaving a clear path to the bonus room.

You spot Gimdo at the end of Level 6, but before you can close in he escapes in his private submarine.



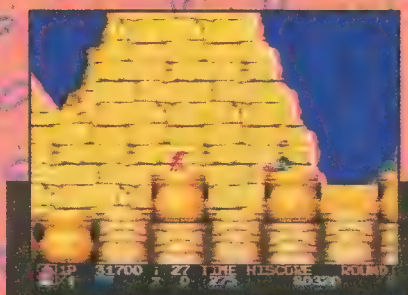
You follow Gimdo to Egypt in Level 7, where you encounter "roach rollers," another one of Gimdo's diabolical creations. You can only shoot a roach roller when it's uncoiled.

It takes three hits to kill a roach roller, but they curl into a ball whenever they take damage. After you shoot one, jump over the creature as it heads toward you, then turn around and wait until it uncoils before shooting again.



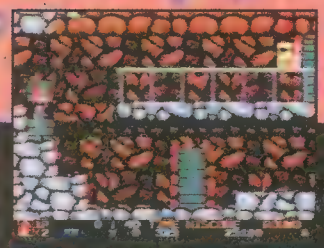
Go behind these curtains to evade enemy fire — and find bonus rooms and ammo depots.

Jump over this crate to lure the roach roller into attacking, then head back behind the box. You can stand here safely and finish him off.

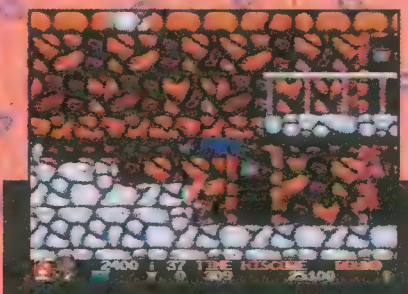


There's a guard in one of the urns ahead, and kneeling behind the urn to the left doesn't protect your head from his shots. Instead, leap *into* the urn as quickly as possible.

This grenade-tosser can easily catch you off guard. Move ahead until he begins to attack, then immediately go back and hop in the urn. Don't be tricked into moving ahead after you shoot him once — repeat the process before proceeding.

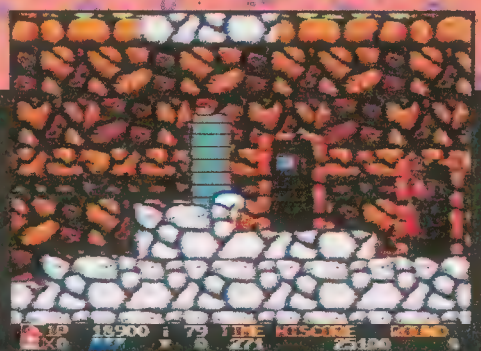


Level 8 takes you into these deadly caves. Before you begin fighting, head left to retrieve the extra-time bonus hidden in this secret room. *Don't* grab the flamethrower just yet, though.



It's best to take out this panther before dealing with the guard in the doorway. Walk to the right just far enough to drop off the ledge, then turn left and kneel. The panther will jump right into your sights.

After you destroy the first guard hiding in a doorway, jump to the balcony to enter this secret room. You really need the extra hit points it contains.



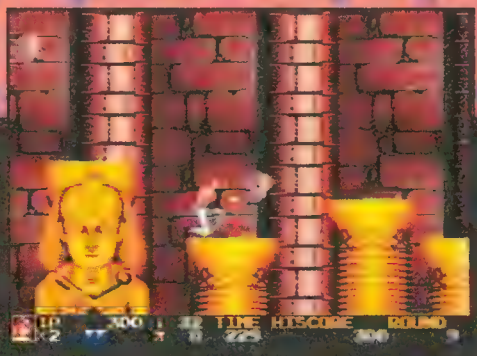
This level is chock-full of hidden doors! After taking out three guards in doorways, duck into this room for more ammo. Move fast, because the guard to the right starts shooting as you reach the door. Study the timing of his shots before leaving the room.

After blasting these two guards — the fifth and sixth ones hiding in doorways — it's time to head back for the flamethrower. *Don't* go past this area unless you've picked up the flamethrower, or the game may not scroll back far enough to let you retrieve it.

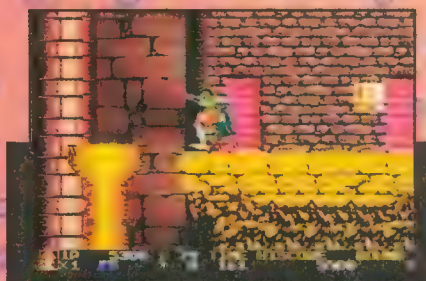
With flamethrower in hand, you meet these two sentinels accompanied by a panther. When the panther jumps down to your level, toast him with the flamethrower. Then walk back several screens — when you return, the guards will be gone.

To leave Level 8, you must destroy these four laser generators. Try to blast the generators as you move to avoid its fire, but don't forget to watch the targeting cross hairs. The flamethrower is much more effective here than a gun.

Locate this hidden door at the start of Level 9.

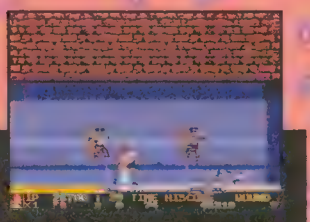


Shooting these bats may look tricky, but remember that they tend to alternate their attacks. If a bat flies over your head, chances are the next one will head for you.



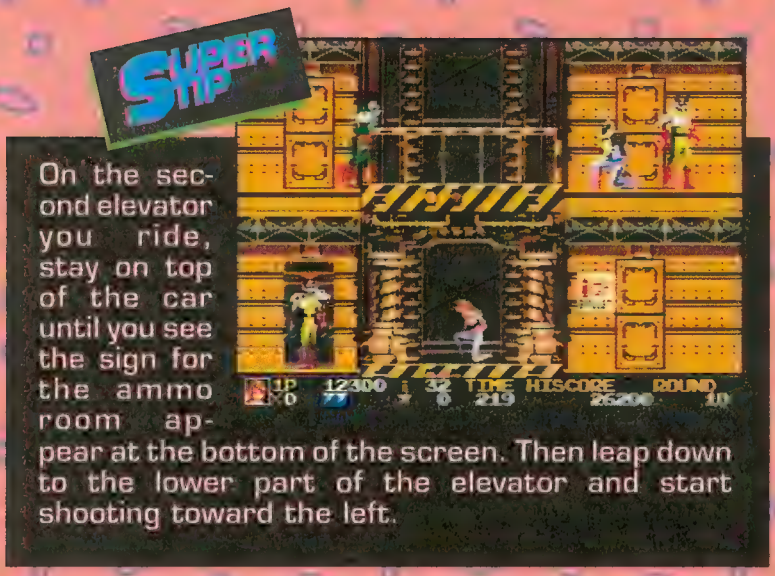
Be ready for action as soon as you jump from the platform to solid ground.

As you move across these statues, watch out for guards appearing at the edge of the screen. Jump back from the statue to the moving columns to avoid hand grenades, but stay on the statue if a guard fires bullets.



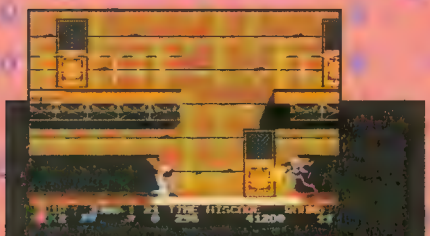
Move slowly through this area. Enemy after enemy will materialize out of the walls.

You take several elevator rides in level 10. On the first one, blast this grenade-tosser before he has a chance to hurl his explosives.



On the second elevator you ride, stay on top of the car until you see the sign for the ammo room appear at the bottom of the screen. Then leap down to the lower part of the elevator and start shooting toward the left.

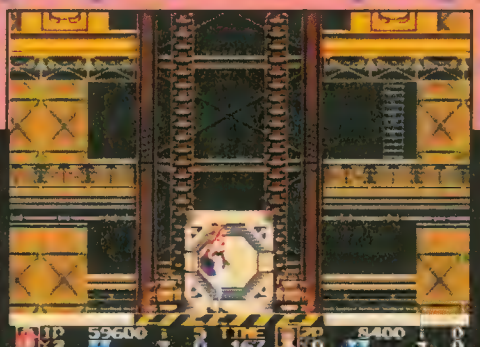
Riding the third elevator to the top of the building is extremely tough. Stay on the bottom of the car until you kill the second guard on the right, then climb on top and open fire. Start leaping high into the air to avoid the grenades tossed by guards on both sides of the elevator.



It takes five shots to kill these enemies in the final level, but if you start shooting when one is near a ledge, you can knock him off with fewer shots. In fact, you can save even more ammo by waiting for guards to leap to their death with no help from you at all.

Watch your back! When you reach this area, a guard will attack from behind as your attention is drawn to the enemies below.

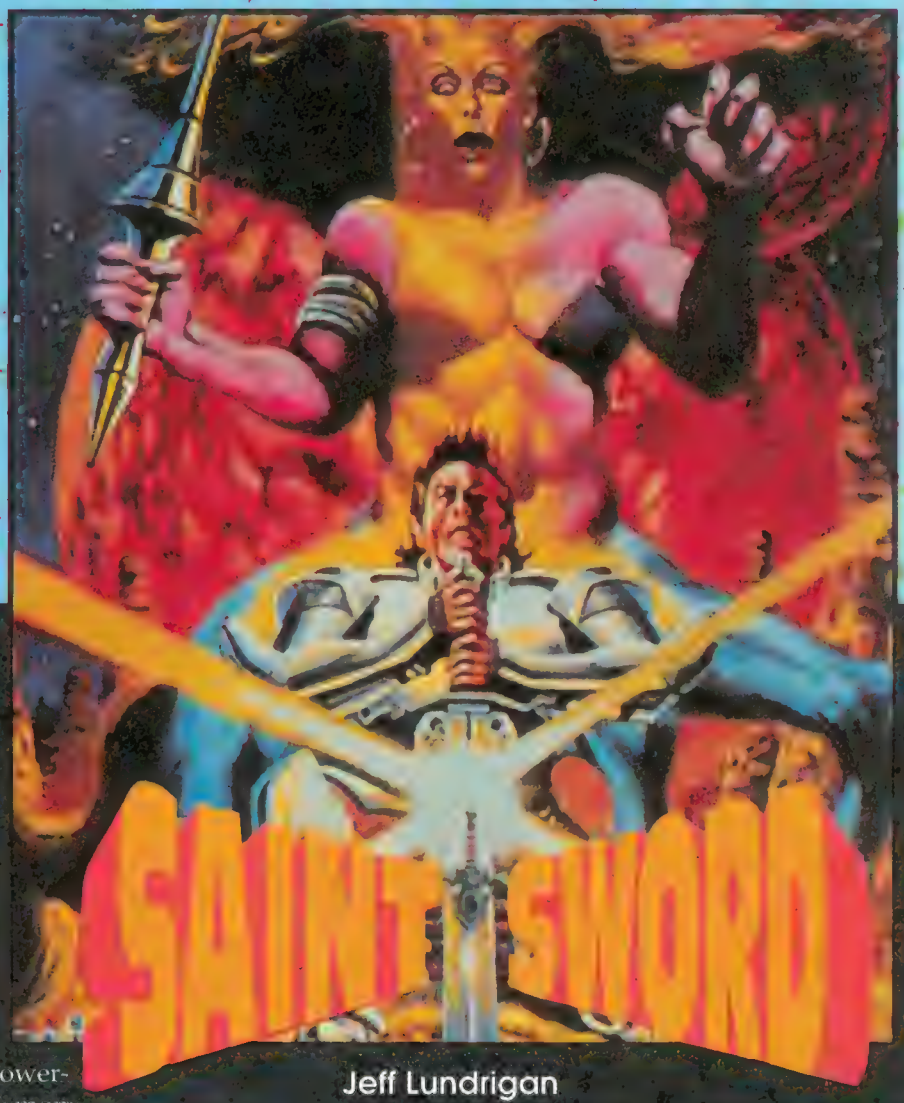
Enemies pop right out of the ground here, and there's no telltale circle to let you know where they might appear.



This final elevator ride isn't as difficult as the last one you took in Level 10. When you reach the top, head to the right and find a hidden door — it holds much-needed ammo.

Gimdo doesn't look big, but his laser is fast and *extremely* deadly. Even two agents will have trouble terminating this fiend.

STRATEGY FEATURE

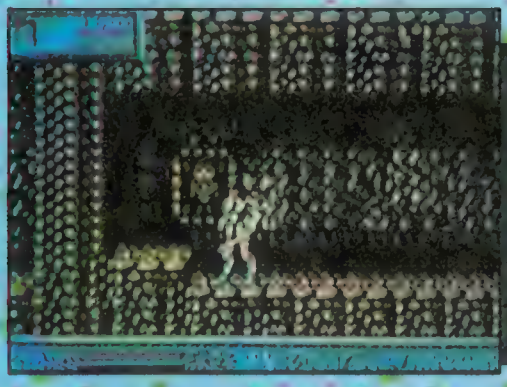


Saint Sword

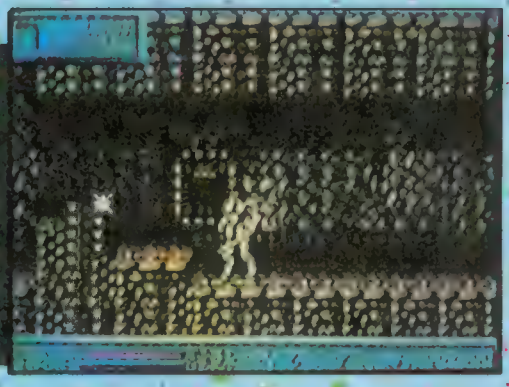
Jeff Lundrigan

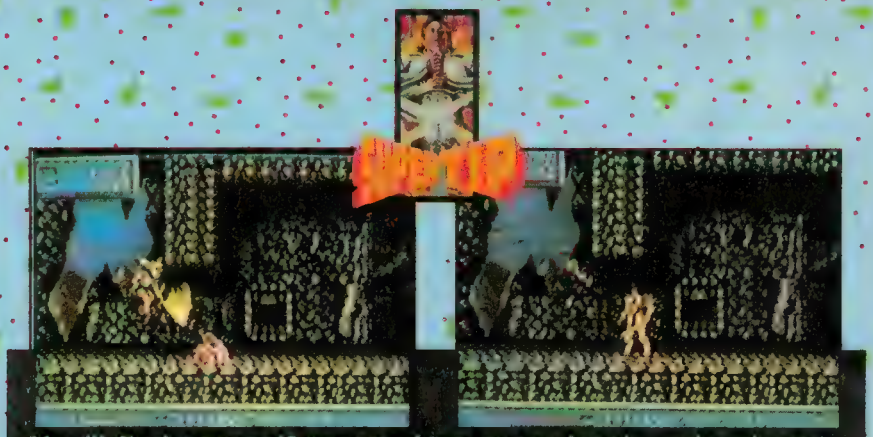
In the misty dawn of time, an untested young warrior named Macress sets out to find and destroy the demon-wizard Gorgan. Gorgan has returned after nearly a thousand years in exile, and is once again calling forth powerful monsters and demons to rule over the Earth's people.

Macress has a long and danger- ous journey before him. Still, he has one great advantage. He's a true descendant of the Titans, an ancient and powerful race of beings. He possesses great powers, and can transform himself into many different forms. So great is his skill in battle that many know him by another name — Saint Sword!

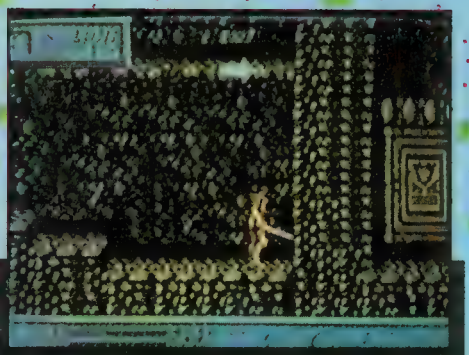


There are portals in the walls of every level in the game. Open the portals by destroying the icons embedded in the walls. Every level has different icons, but it isn't tough to recognize the portals.

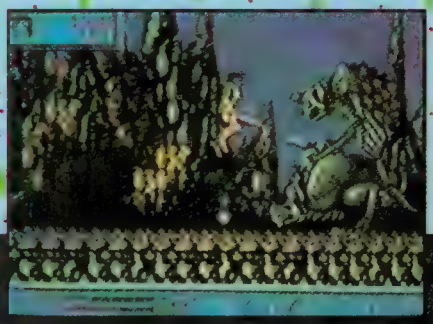


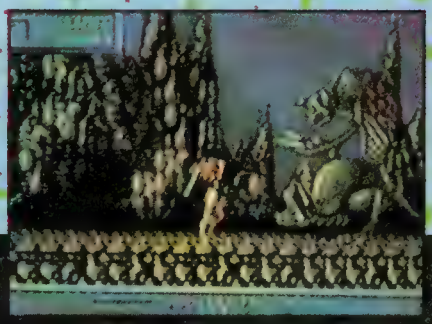


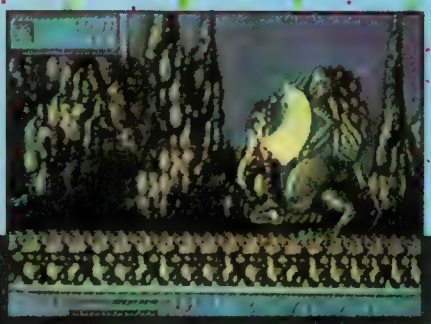
You'll find yourself trapped on every level — the door is locked and there's no way out. To escape, you must locate the monster that holds the key. On level 1, it's being held by this goblin.



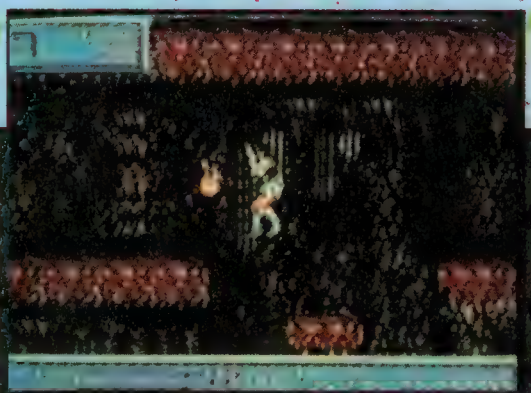
Just finding the key isn't enough, though. Now you've got to find the exit. An arrow tells you which direction to follow, but that doesn't necessarily mean you can get there from here.



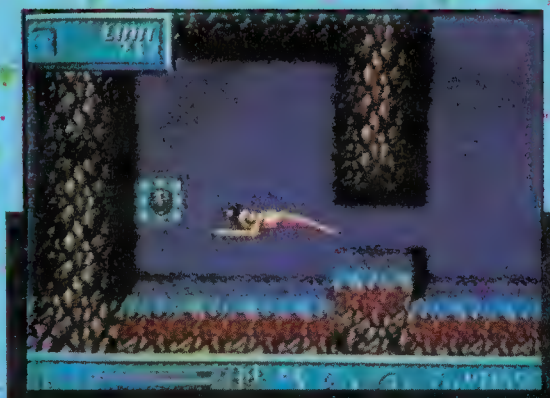




The first boss is one of the tougher ones. Stay back and out of range of its whiplike tongue. Jump forward over its fireballs, and attack its lower head while its armor is raised. After a few hits, it won't take any more damage, and you'll have to move in close. Jump up and attack its upper head.

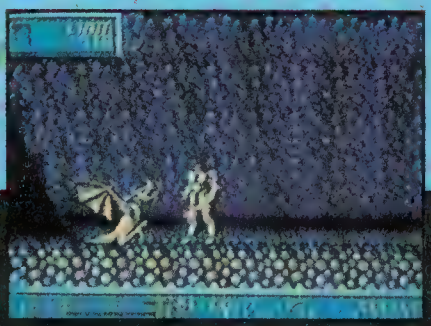


Watch out for enemies hanging from the walls — like bats or these flames. They drop down when you walk by them and then follow you around. On the plus side, they give up magic points when eliminated.



Although you can float in the water without transforming, you'll occasionally find gaps in the walls that you won't be able to fit through unless you're a fishman. You'll have to go through this one because the key to level 2 is held by one of the mean, ugly, monster fish.

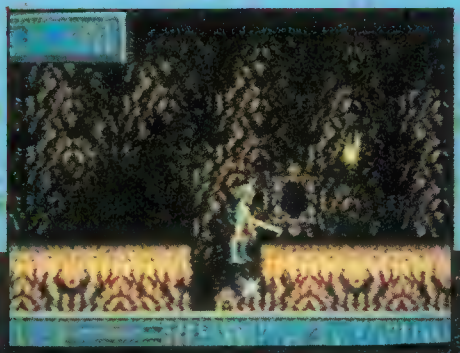
The second boss is a centaur that leaps from one corner of the room to the other. Quickly get in very close to it before it leaps away. If you're fast enough, you can trap it against the wall. Otherwise, transform into a birdman and knock the centaur out of the air.



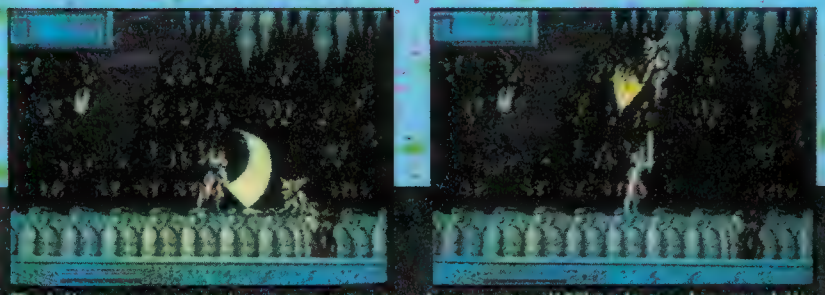
Many of the monsters will follow you wherever you go, and sometimes you can make this work *for* you. This dragon, for instance, has been lured into the water, where it's completely helpless. However, keep your eyes open — monsters may jump on your head while trying to follow you into the water, although you might be trying to get out.

Unfortunately, the third boss is invulnerable to attack no matter where you strike. Use this method instead: Transform into a birdman and wait in front of the boss's tail, then attack the fireballs it shoots. Somehow, this technique hurts it. Depending on your power level, you may not be able to destroy all of the fireballs at once, so be ready to fly up and out of the way.

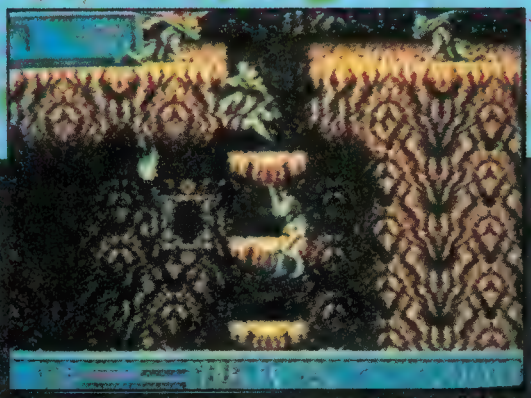
Flying around in birdman form makes exploring a level much easier. Be careful, though — some levels have spikes or poison gas that'll hurt you as you pass through the platforms.



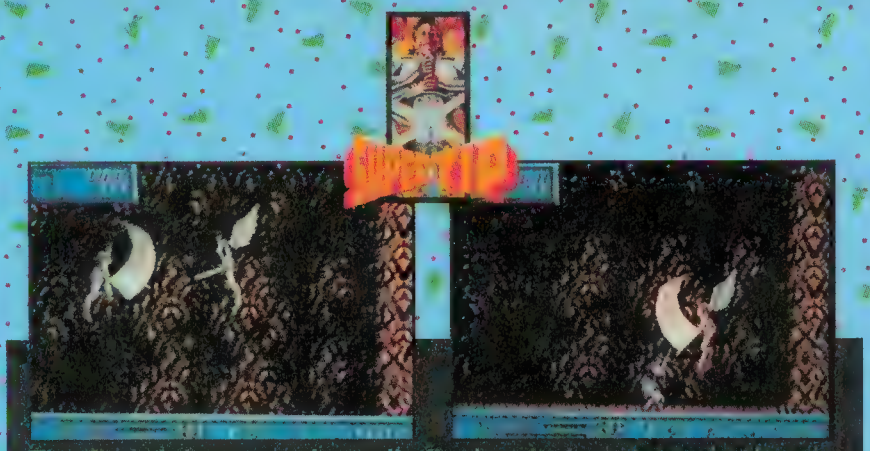
You should also watch out for some portals. The icons are placed in such a way that the portal opens directly under you, dropping you down whether you want to fall or not.



Goblins are pesky creatures, but not difficult to beat. Hit them as they approach. They'll get angry and leap over you, striking downward as they do. If you stand still, however, they won't hit you. Then just turn around and repeat the process.



While working your way up platform-ladders like this one, be aware that monsters may swarm around the top, cutting you off. The easiest thing to do is blast them with the Dragon's Fang.



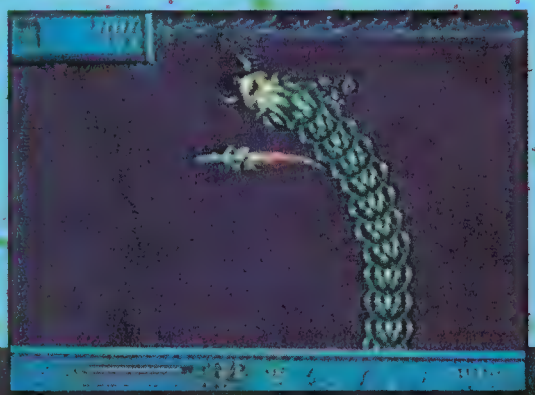
The fourth boss can't really fly, but it does hang in the air a long time during its jumps. Transform into a birdman, wait just above the boss, and keep swinging.

From level 5 on, exploring becomes pretty dangerous. Some areas are nasty deathtraps that are easy to fall into and impossible to get out of.

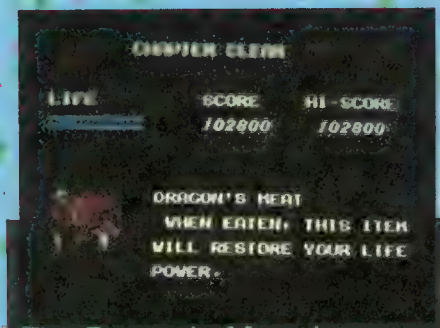
These mutant frogs sit just out of range and spit lethal green blobs. Ignore the spikes and jump towards them while swinging. These creatures are deadly, so if you must, use the Dragon Fang.

You'll have to deal with these monsters throughout the game. They aren't hard to kill, but they pop up out of the ground unexpectedly. Watch for the telltale mounds of dirt they hide beneath.

In stage 5, you get a nice surprise. You'll find the key within sight of the door.



Transform into a fishman for the fifth boss, and use the Magic Shield. The boss swims in a big circle around you, and can only be hurt by hitting its head. Hit it, then turn and hit it again as it comes around.

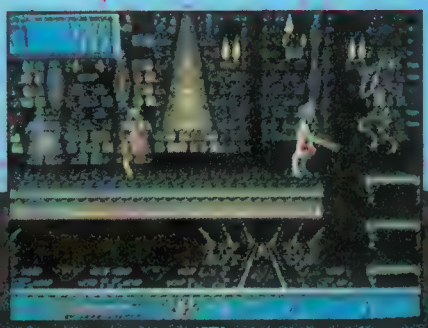


The Dragon's Meat is a very important item. Pay attention to your life meter and use the meat whenever your energy level starts running down. Otherwise, if you die, you'll not only lose a life — you'll also have to rebuild your power level.

During play in level 6, the gravestones come to life and attack you. Dispose of them quickly — they may start out slowly, but they soon speed up, and their attacks are deadly.

Toward the far right of this level's maze you'll find platforms dotted with spikes. Whatever you do, avoid this place. There are other ways around the maze, and you run a huge risk of getting hurt here.

The sixth boss is easy if you use the Magic Shield. Just stand in front of one head, swing until it dies, and then attack the other one. While the shield lasts, the heads simply can't hurt you.



Skeletons are among the most annoying and dangerous monsters in the game. They move in to attack, but leap away when you swing at them. The trick is to hurry forward and hit them as they land, or, if possible, drive them back against a wall where they can't escape.

Stay alert during the final level because patches of spikes hang from the ceiling, and it's easy to impale your head on them while leaping over a pit. Actually, there are spikes all over the place, so look before you leap.

The final boss is the wizard-demon Gorgan. Use the Magic Shield and transform into a birdman, then go after him. He'll use the mystic gem on top of the column to set the floor on fire, and you can attack him here while he's sitting still. Be forewarned -- Gorgan's got more than one trick up his sleeve.

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SHINING IN THE Darkness

Gary Meredith

The kingdom of Thornwood is searching desperately for a hero. The beloved Princess Jessa is missing, and thought to be hidden away somewhere in the dreaded Labyrinth. In earlier times the King would have called on your father, Mortred, the finest swordsman in the land, as his champion. But now the mantle has fallen upon you—and you must make use of the skills your father has taught you.

Shining in the Darkness leads you on a exciting and often dangerous journey into the dark recesses of the Labyrinth, a place that strikes fear in the hearts of every citizen of Thornwood. Aside from its complex maze design, the Labyrinth is populated by as horrible a bunch of creatures as you're likely to find. These beasties become tougher and more varied as you venture deeper into the Labyrinth. At first, your skill as a swordsman plus a few choice healing seeds are enough to handle the creatures. You'll find, however, that in the later stages, as you undergo the Four Trials of the Ancients, you'll need considerably more firepower, both in weaponry and in magic. Fortunately, you'll be able to recruit Milo Brax and Pyra Myst, two young adventurers well versed in "alternative" fighting techniques.

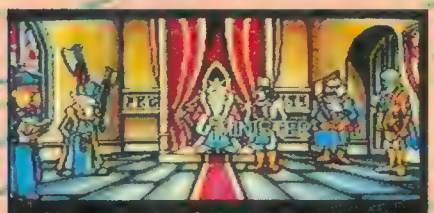
With a full complement of heroes, you're ready to take on the Four Trials of the Ancients—Strength, Courage, Truth, and Wisdom. If you can make it through these challenges, you'll go on to the Labyrinth proper, where a final momentous battle with the evil Dark Sol awaits you. A good deal of your success depends on how well you equip your characters, and perhaps more importantly, how well you utilize the three heroes. Equipping is a fairly simple matter, provided you have the cash. The King gives you some gold at the beginning, but your bank account really begins to grow only after you've visited the Labyrinth for a little profiteering. Each defeated enemy yields not only experience points (essential for conquering tougher foes later on), but also the gold you need for buying weapons and other necessities.

Utilizing your three champions is another matter. The game interface, with its easy-to-understand, animated icons, allows you to make your decisions quickly and easily, but it's *you* that must still make the choices. Some creatures are more susceptible to good old brute force, while others require you to use some magical finesse.

Shining in the Darkness is an excellent model of a good role-playing adventure, distinguished by some of the best and most original graphics yet seen on the Genesis. Beyond that, you find characters with unique and well-developed personalities, a welcome change from the usual wooden stereotypes found in this genre. This is not an easy game, requiring the coordination of three distinct characters, but the effort is well worth it.

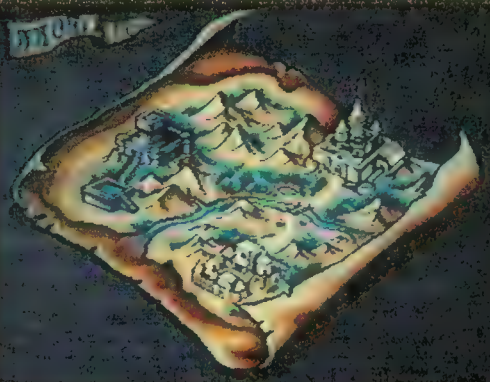
Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

Enjoy the friendly, laid-back welcome while you can. Your life will soon take a dramatic turn.

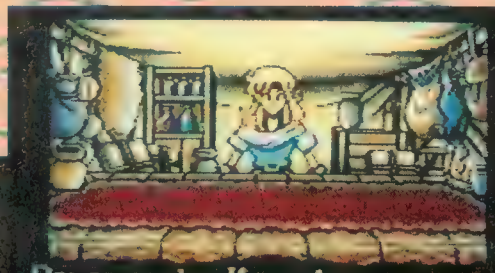


As you'll find, the court of the King of Thornwood is well aware of your abilities. Their misgivings are centered more around your tender age.

What fate awaits you outside the comforting confines of the village? Before you go adventuring, you'd better give some thought to armament and provisions.



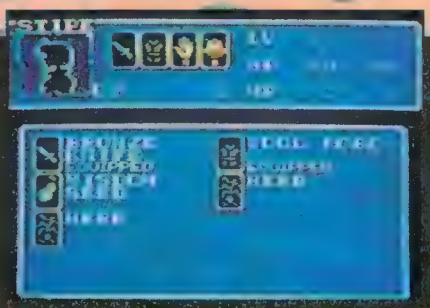
This simple map of Thornwood belies the complexities beneath the surface. Always explore the town completely every time you return, since new shops and new people are added as you play.



The Alkemist Shop contains wondrous potions and herbs, for a price. The special deals are always your best bet. And be sure to check with the Alkemist, and the other merchants as well, each time you return because their inventories change with each new level.

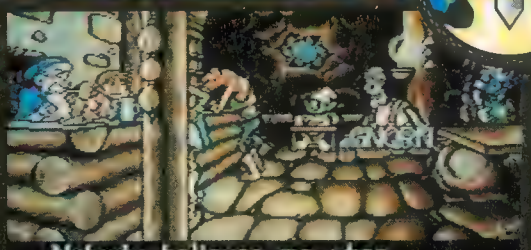
Inside the Alkemist Shop, the proprietress is only too happy to help — if you have the cash. You might want to think about buying some healing herbs and wisdom seeds while you're here.

Ah, the Armory Shop — just the place for a man handy with the cutlery. With the challenges to be faced, you should eventually buy the best armament you can afford. For now, though, your own weapon should suffice.



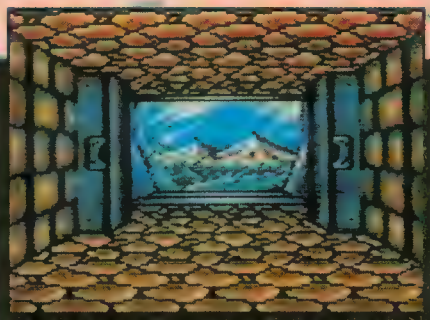
The status screen keeps track both of your inventory and your various accumulated points. Refer to it often, so that you'll know exactly what you have in a tight situation.

SUPER TIP



Old Vik's Tavern is a great place to pick up any local gossip about what lies beyond the village gate. When you bring in a special item, Lupus, one of the regulars, usually gives you tips on its use.

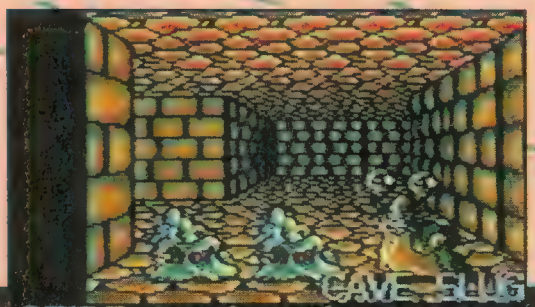
In the shrine, the priest will save your latest adventure, as well as apprise you of the points you need for proceeding to the next level of ability.



You'd better enjoy the daylight while you can. Once those heavy iron doors slam shut, you may not see any sunshine again for quite some time...if ever.

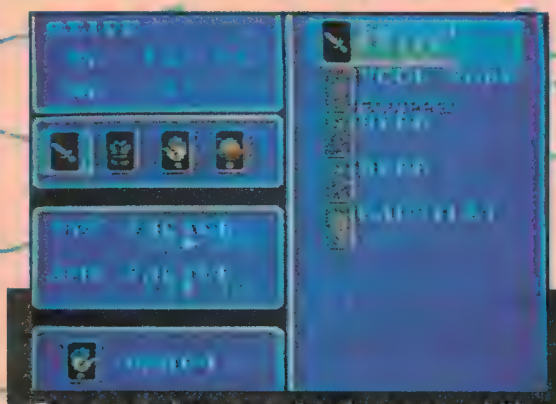
It's a good idea to start making your own map when you first enter the Labyrinth. You'll especially want to take note of mysterious objects for later, more enlightened study.

If you were wise enough to purchase a few wisdom seeds, you can avail yourself of this automatic mapping feature. Don't waste the seeds, however, as they're expensive to replace.



STIPE catches the enemy by surprise!

The creatures you meet early on, such as the Slimy Ooze or the Cave Slug, are relatively easy to defeat, although they can be deadly to the unwary knight. Take it slow and easy through the Labyrinth.

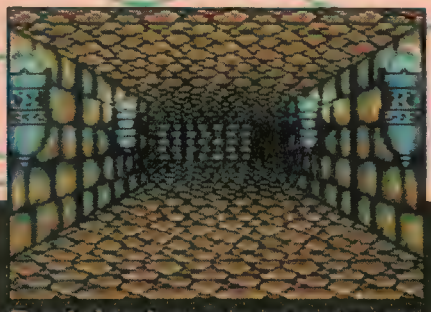


Once you've acquired more skills, abilities, and possessions, the status screen is modified to reflect your increased potential.

SUPER TIP

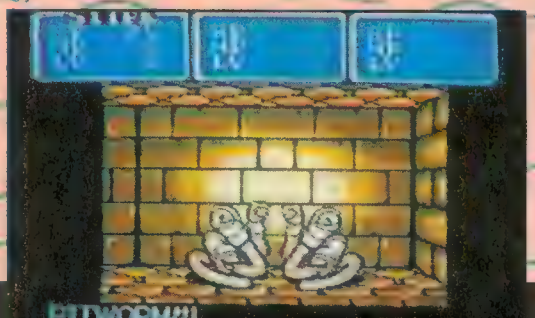
Be sure that you know the relative powers and abilities of your enemies so that you can prioritize your battle tactics to minimize the damage to yourself.

Chests nearly always contain something useful, such as this healing herb. Be forewarned, however, that every silver lining has a cloud, and you may have to fight for your goodies.



Don't hesitate to examine everything in the Labyrinth since you never know when an innocent-looking object might hide an item important to your success.

Try every door you come to, even though opening most of them will require keys that you'll either have to find or earn.



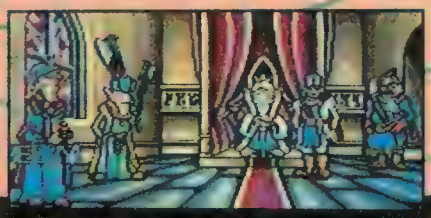
As you progress from battle to battle, your experience points increase, and your fighting technique sharpens. For example, this Pitworm is not the threat it might have been when you entered the Labyrinth.

As you become tougher, so do your enemies. In this battle, you'll want to take care of the Dark Bat before moving on to the two Dark Jellies.

SUPER TIP

This randomly appearing Kaiserkrab is one tough customer — be sure you're as healthy as possible before taking on this behemoth. If necessary, go back to the village and purchase some more healing herbs.

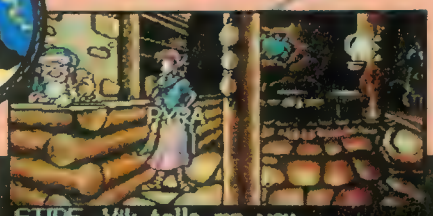
The rewards for victory can be great. The defeat of the Kaiserkrab brings you a good amount of gold, valuable experience points, and most importantly, the royal tiara.



Back in the court of the King, your return of the royal tiara has convinced his Majesty and the council of his worthiness to take on the Four Trials of the Ancients.

The King is willing to give you the Dwarf's key, which will allow you access to the other levels of the Labyrinth, but you must first gather a band of adventurers.

SUPER TIP

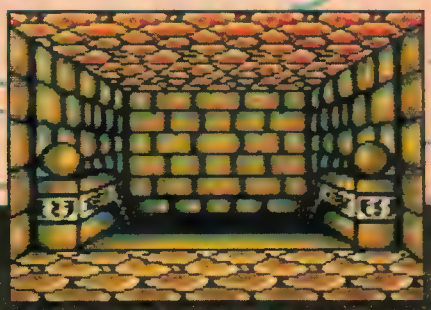


Go back to Old Vik's tavern for your first recruit, Pyra Myst. You may have to be insistent, since Vik is skeptical of her value, but keep trying — you'll need her magical abilities.

Milo Brax can be found in the shrine. The keeper of the shrine is aware of Milo's abilities, and quickly grants you his services.

Once you've recruited your hardy band of adventurers, the status screen will change to reflect the additions. From now on, your greatest challenge will be juggling the abilities of your three heroes.

Present your band to the King, and he'll supply you with the Dwarf's key. Use it to open the mysterious iron door that you were unable to budge earlier.



When you've made your way through the door, immediately look for the staircase leading to the lower level of the Labyrinth.

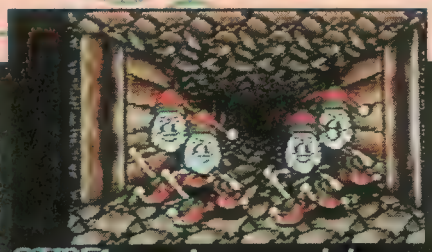
In the Cave of Strength, you'll find a large chest near the entrance. You need to open it to complete the Trial of Strength, but be careful; a vicious Chestbeak — tougher than a Kaiserkrab — is hiding inside.

With the completion of each of the four trials, the spirit of the Ancients will commend you and direct you to the next trial.

Cybloks don't look like much, but they're even tougher than Chestbeaks. Enemies that steadily approach, rather than suddenly appear, are always much tougher. Pyra's magic is your most effective option.

Despite their fearsome appearance, these clowns are actually quite easy to beat. When a weapon is visible, your best tactic is to fight, rather than cast a spell.

The Tortolyde can take a lot of punishment — and deal out even more. In the lower levels, keep your collective hit points as high as possible for situations such as this one.



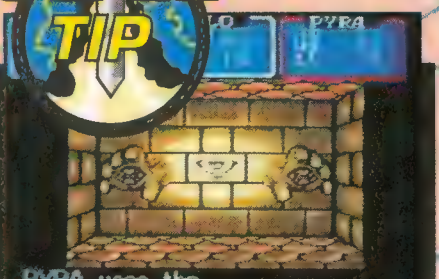
STIPE's party runs into trouble!

These Clod-hoppers should be appearing in someone's pizza-induced night-mare. Whenever the *runs into trouble* message appears, it means the creatures haven't yet seen you, and you get a free round of attacks.

You're below the ground on Level 1.

A seed of wisdom would really hit the spot just about now. The level has been explored almost completely, and the Trial of Truth is nearly done.

SUPER TIP

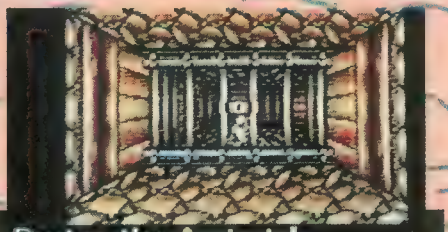


PYRA uses the ORB OF TRUTH!

Some walls may have ears, but how many have you seen with eyeballs and hands that can grab and eat in one motion? Use the Orb of Truth to expose the Grimwall, then attack it head-on.

GHOST closes on MILO and attacks!

In this trial, you don't have to kill all the creatures, so you can avoid these ghosts if you so wish. The only thing you'll get for defeating them is a few more experience points.



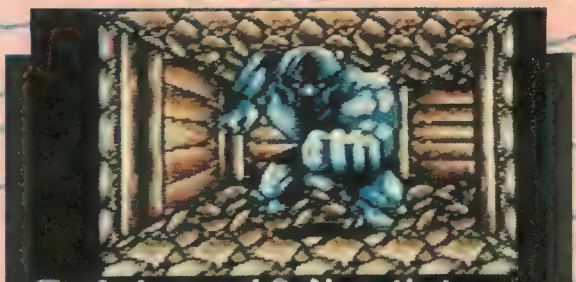
Praise the Ancients! I just knew somebody would come to help me!

Your trials are almost completed, so finding the lost Princess Jessa is just icing on the cake. You wonder, "Should it really have been this easy?"

SUPER TIP

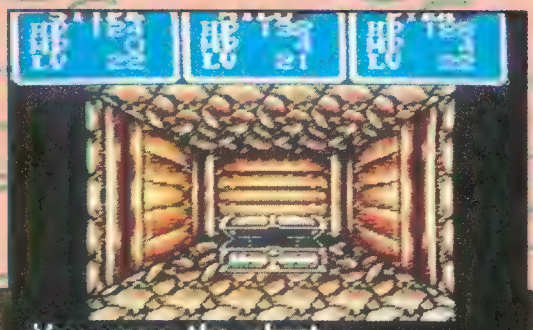
STIPE uses the FALSE IDOL!

Before you can release Jessa, you must take the false idol you've found and return it to its niche. Once this is done, Jessa should be free.

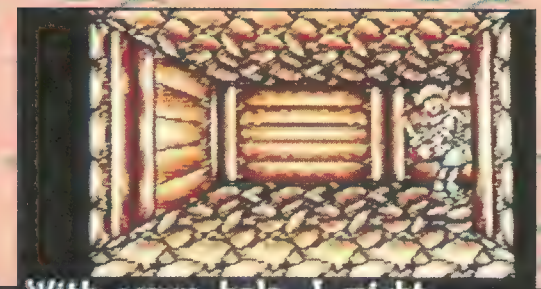


Fooled ya, eh? Now that I'm free, I guess it's feeding time!

By now, you should know that things aren't always as they seem in the Labyrinth. The monstrous Doppler is determined to bar you from the completion of the four trials.



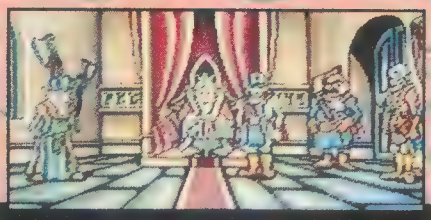
Defeating Doppler takes a coordinated effort from all three members of your group. The prize, however, is certainly worth it.



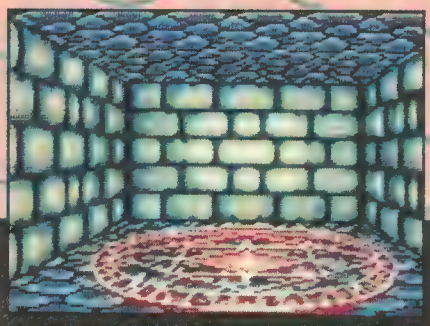
You weren't able to find the real Jessa, but you do uncover Dai, a knight who preceded you into the Labyrinth. Return with him to the tavern, and you'll earn the gratitude and help of someone there.

SUPER TIP

Casting a Desoul spell on the Krusher is the best tactic for this creature. In fact, it's the best spell to use on many Labyrinth creatures. Just remember that it doesn't work on the already dead.

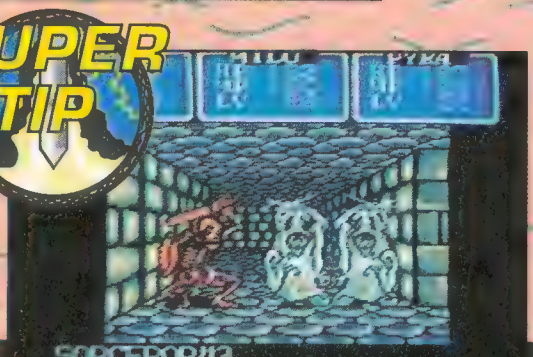


The King is amazed to see his knight, Dai, but the old fellow is even more amazed that you were able to complete the trials.

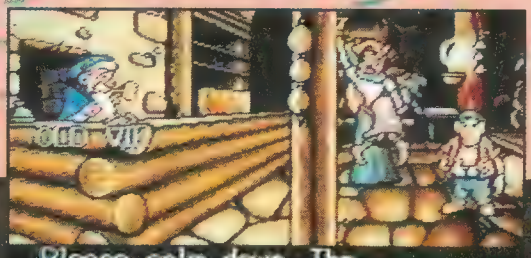


Remember the glowing wall you encountered early in your quest? Now that you've completed the Trials of the Ancients, you'll be able to walk through it and onto the transporter for the final stage.

SUPER TIP



Whenever you encounter a group of creatures, immediately identify which ones are capable of magic and attack them first. In this case, the Sorcerers should be your first targets.



It's hard to imagine that someone of Pyra's attainments and abilities would allow herself to be spanked. Reassure her mother of your need for Pyra, because you won't succeed without her considerable help.

SONIC THE HEDGEHOG: A NEW SUPERSTAR!

He's got all the makings of a videogame hero. He's dashing, brave, cocky — and supersonic. He's blue. And he's a hedgehog. Sonic the Hedgehog.

Sega's latest videogame hero, coming to stores this summer, seems destined to become as famous a character as Shinobi or Mario. Sonic has lots of personality — just watch his expressions as he speeds through his world, or as he waits impatiently for you to move him — and absolutely dazzling speed. No videogame you've ever seen moves as fast as *Sonic* does. As our hero speeds along, the backgrounds become a blur.

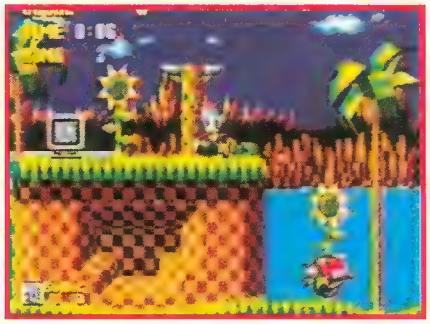
The best thing about *Sonic the Hedgehog*, though, is that the rest of the game is worthy of the title character. Sega put a lot of work into the game's beautiful and varied levels. They're colorful and detailed, and designed to present some obstacles that challenge even Sonic's abilities.

We've been playing a preliminary version of *Sonic*, and here's an introduction to what could be the hottest Genesis title of the year. Look for a complete Strategy Feature in our next issue. But for now, meet Sonic the Hedgehog!

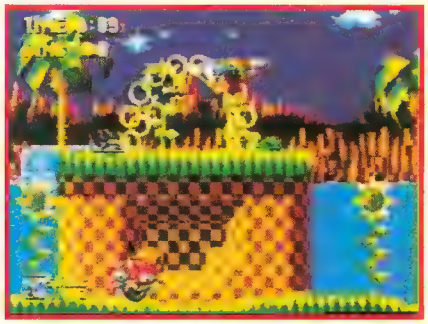
Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

Sonic is ready for a fight. An evil scientist has changed Sonic's furry friends into insectoids in an attempt to take over the world.

Sonic begins his adventure in the Green Hill zone. Collect all the rings you can as you move through each level — 50 rings gives you an extra hedgehog. That computer monitor holds ten rings.



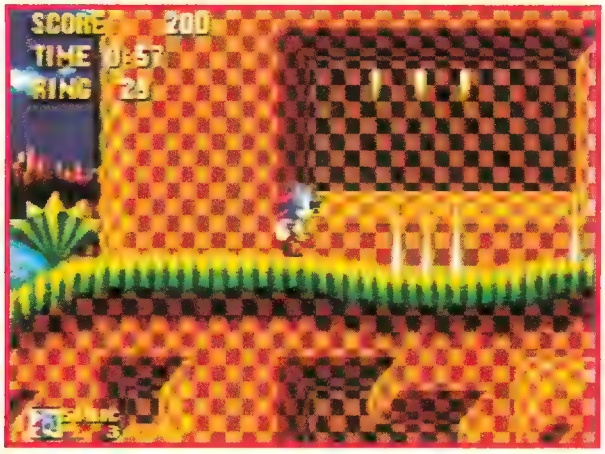
Sonic moves so fast he sometimes has trouble stopping. To get at the rings inside the monitor, Sonic leaps into the air, curls up in a ball, and lands on the monitor.



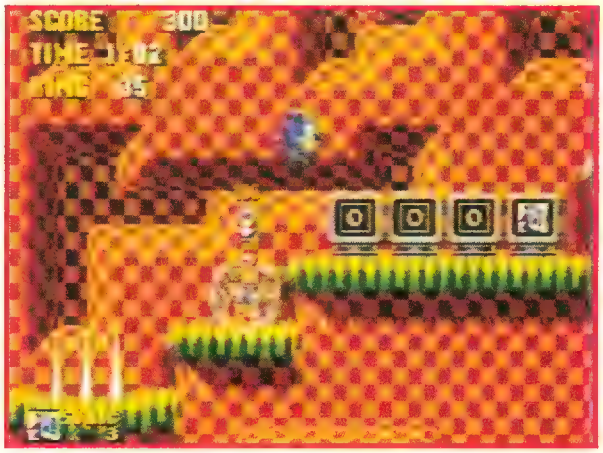
Rings can be important to Sonic's health. If he's bumped by an insectoid while he's carrying rings, he loses the rings. If he's bumped when he's not holding any rings, Sonic dies.

You'll find springs like this all over the game. Always look for ways to reach places you ordinarily couldn't. *Sonic* is full of hidden surprises, so explore everywhere.

As Sonic crosses this chasm, the ground gives way. In this case that's good news, though, because below is a cache of bonus items.



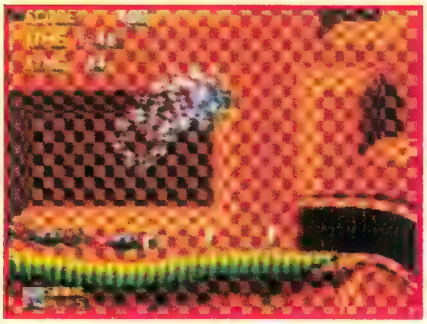
What Sonic has to ask himself here is "Do I feel lucky?" Be careful, but don't let those spikes frighten you. Go ahead and see what lies beyond them.



The risk pays off, and Sonic finds a secret stash of goodies.

That sparkling monitor will give Sonic limited invincibility. While Sonic sparkles, he can dash right through any enemy that crosses his path. Below is a loop-the-loop.

With the trailing sparkles, Sonic looks like a comet. The graphics in *Sonic* are great!



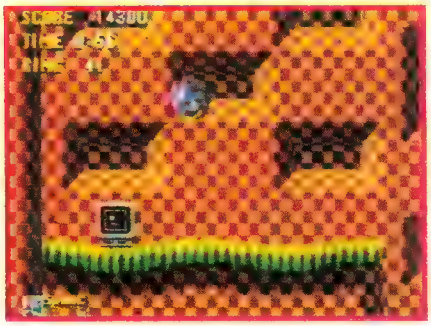
Hold down on the control pad, and Sonic rolls forward like a pinball. But before he enters the chute ahead, he decides to rescue a few of his friends who were turned into insect-oids.

Sonic celebrates at the end of the first stage. There are three stages in each of the game's six zones.

Sonic takes out this crab with a spinning leap. The more creatures Sonic destroys, the more friends he rescues.

Just as Sonic is ready to step off this swinging platform, he notices a row of cruel spikes! Wait until the platform is a bit higher, then leap over the spikes.

Behind this lovely waterfall Sonic finds a wealth of rings. Remember, explore as much as you can. You'll find all kinds of useful items if you look carefully.



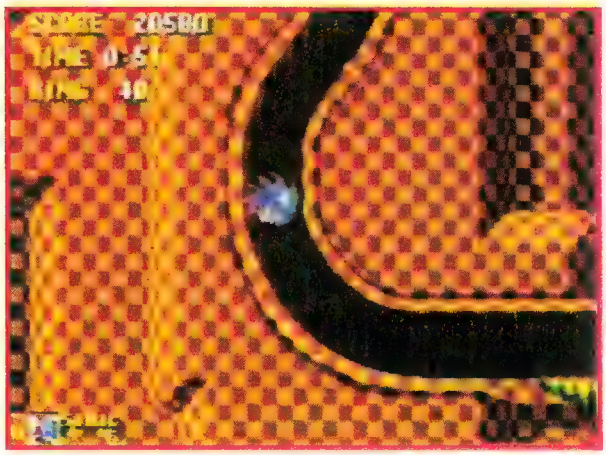
If you thought Sonic was fast before, just wait until he gets that shoe in the monitor. It will give him *unbelievable* speed!

Equipped with his new speed-shoes, Sonic races through the loop-the-loop without breaking a sweat.

Just past the loop, Sonic happens to leap into a tree. He finds a helpful shield!

Don't underestimate that big ball. It can squash our hero like a bug. The slightest touch will start it rolling, so Sonic shoves it to the left and keeps moving.

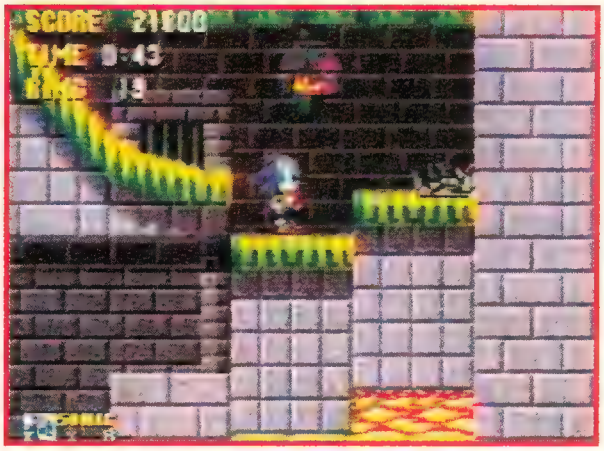
The shining globe gives Sonic a shield of energy. It will protect him from one hit from an enemy.



As he speeds on to the third level of the Green Hill zone, Sonic rolls up like a marble and flies through this underground tunnel.

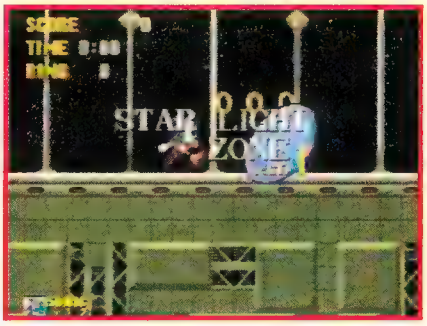
A twisting, spiked log stretches across this deadly valley. Precise jumping is necessary — and a shield wouldn't hurt, either.

Sonic reaches the first boss. Stay up on the ledge and leap on the boss's head, but watch for his giant ball and chain. Remember to always keep at least one ring — if you're hit, run after that ring before it gets away!



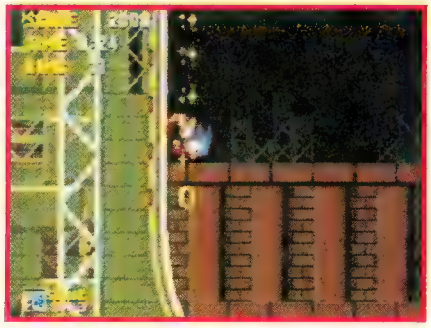
The Marble zone is a place of fire, upheaval, and underground passages. To the left is a secret passage to the underground. Wait for an opening, then quickly slip through.

Sonic has more going for him than just speed. He's clever, too. Here, Sonic pushes a marble block onto a switch, which will raise that spiked barrier.

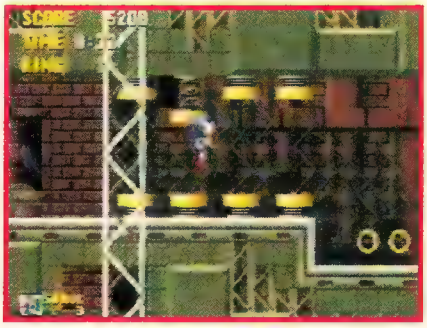


In the Starlight zone, robots and machines try to stand in Sonic's way. Some robots explode as you get near them.

Not even Sonic can survive a fall from these platforms. There's no ground below, and no safety net.



You'll encounter loops and twists in the Starlight zone like nothing you've seen before. Here Sonic rushes down a near-vertical slope, then through a series of loops.



Sonic is in a jam, caught in a tunnel lined with springs. Will he rescue his friends? Will he defeat the evil scientist? We'll take a closer look in the next issue!

GP

Sonic THE HEDGEHOG

Can a speedy, spiny, splendiferous super hero accomplish for Sega's Genesis what the Super Mario Brothers did for Nintendo? *Sonic the Hedgehog*'s title character is certainly impressive enough. He's as cute and colorful as any Italian plumber you're likely to meet.

But *Sonic* isn't just another pretty face. This sprawling adventure backs up its beautiful cartoon-like visuals and dazzling scenery with great game play. With you at the controls, Sonic tours at warp speed through brilliantly rendered pastures, underwater caverns, and marble ruins.

The hog's mission includes stopping an evil scientist before he can transform our hero and the rest of the animal king-dom into robots. Using a variety of special abilities, Sonic must fight scads of the scientist's evil agents while collecting as many gold rings as possible. So get ready—and keep your eyes on that hedgehog!

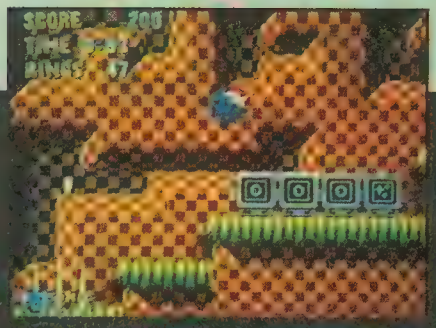
Brian Carroll

Sega of America, 573 Forbes Avenue, South San Francisco, CA 94080.

You begin your adventure in the Green Hill zone. Look everywhere for computer monitors, even in the trees. This one will make you invincible for a limited time.

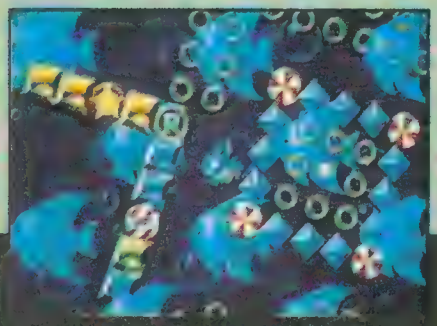
Remember that although you are impervious to enemy attacks while invincible, you are not safe from other obstacles.

Sonic's speed is the key when traveling over shaky ground. This game doesn't reward dawdling, so keep moving.

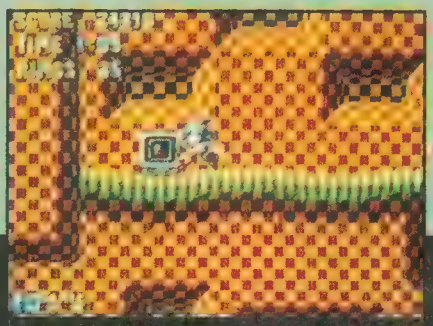


You get an extra life for every 100 rings you can collect. Three of these monitors contain 10 rings each. Grabbing the fourth monitor can make you invincible.

Jump through this large ring to enter the bonus stage. If you can collect at least 50 rings in the first two sub-levels of each zone, you'll get a crack at the secret zone.



Check out these kaleidoscope-like graphics! They are truly sensational. Collect as many rings as you can while avoiding the flashing red buttons. The Chaos Emerald is this stage's ultimate catch.

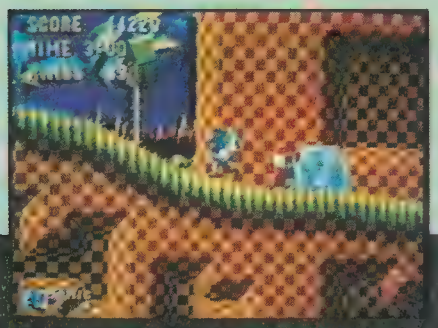


If you think Sonic is fast now, get a load of him once he's put on these power sneakers.

With the super sneaks, Sonic can pull stunts like racing through this loop-the-loop with no problem.

Be sure to hit lampposts like this one to mark your progress. If you die, you'll get to continue the game from the last lamppost you touched rather than having to return to very beginning.

Any time you see rings above you, there has to be a way to get up to them. For these, use a spring that's hidden in the tree below.



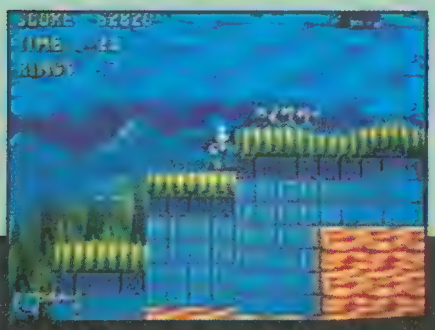
To propel you back through the underground tunnel in the Green Hill zone's third act, use this bumper.

Do what you have to do to avoid walking along the spiked log below. It rotates, making any step potentially your last.

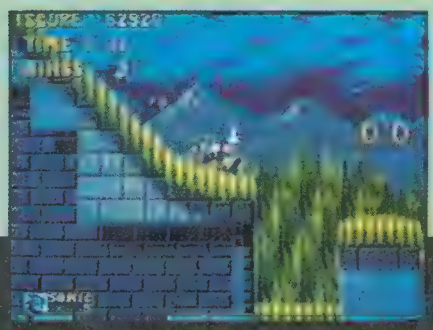
To complete each zone, you will have to go a round with Dr. Robotnik. In the Green Hill zone, you can find safe haven in the corner of the screen.

When the mad doctor's wrecking ball swings away from you, quickly move in and rap him from above.

Each time you can win a round, flocks of your furry friends will be freed.



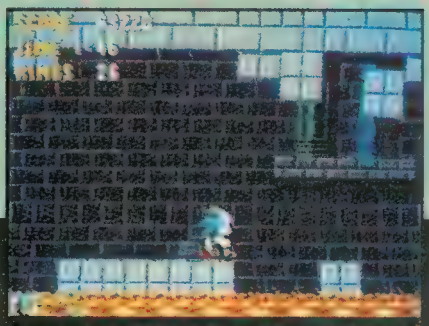
Avoid these caterkiller bugs in the Marble zone, because if you hit one once, it will become many. The only way to erase them is by bouncing on their heads.



Slow down! You don't want to miss the bonus stage below.

It doesn't matter if Sonic is sparkling or not, these columns will pulverize him. Be careful moving under them.

How are you going to get past this spiked platform? Try pushing the block to the right and resting it on top of the button. That should clear your path.



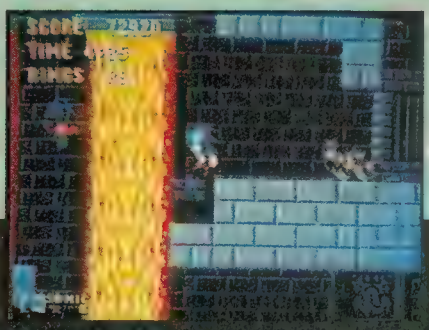
Keep jumping back and forth until you have forced enough blocks to fall and build for you a bridge to safety.

Action gets a bit more intense in Act 2 as a flow of lava is hot on your trail.

Give this block a shove and you've got a free ride.

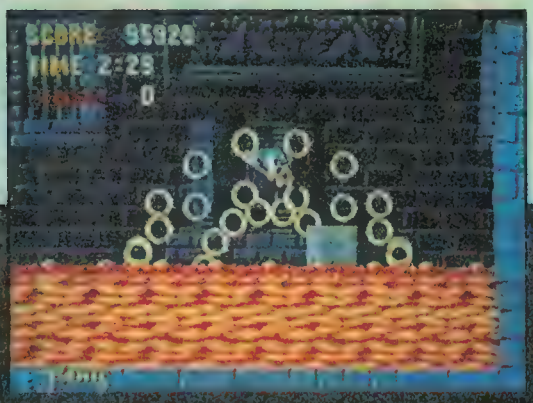
Even though jumping will be your first reaction when the lava forces you upwards, resist the urge. You want to go up.

Beyond the penetrable wall is a secret chamber filled with goodies.

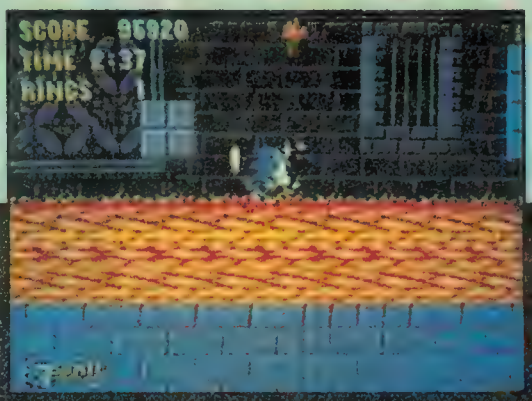


Smash the computer monitor just past these columns of lava for a limited period of invincibility.

You'll need the invincibility to wade through this lava lake.



Each time you get hit, you will lose all of your rings. Don't panic, though, because you can immediately scramble and retrieve at least some of them.



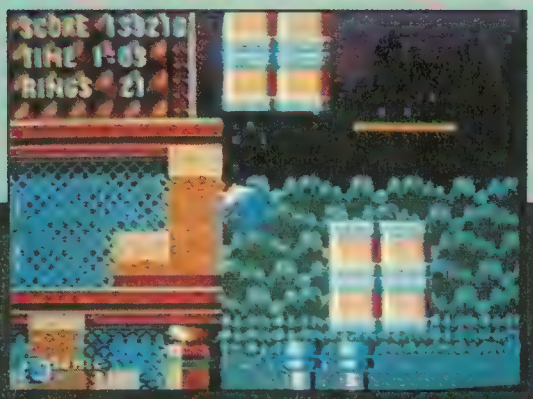
As long as you have one ring, you've still got a chance.

At the end of the Marble zone, you will again face off against Dr. Robotnik. This time you'll want to strike him from below as you avoid his fire balls.

See the rings on the right? That must mean this wall is passable.

This steel ball will flatten you unless you jump up on this ledge.

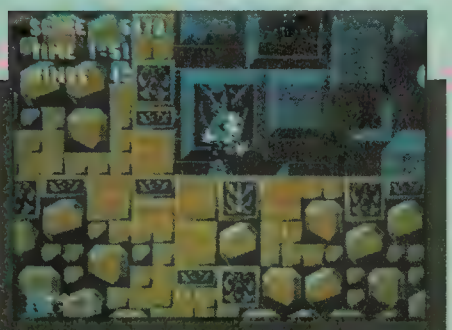
Near the beginning of the Spring Yard zone's second act is another secret room. Clean it out, because you will need all the extra rings you can get.



Jump off the ledge to the right to enter yet another secret chamber.

SUPER TIP

In an interesting twist, Dr. Robotnik will try to remove your pathway one block at a time. Try to lure him into stealing the blocks in sequence so you don't have too many gaps to leap.



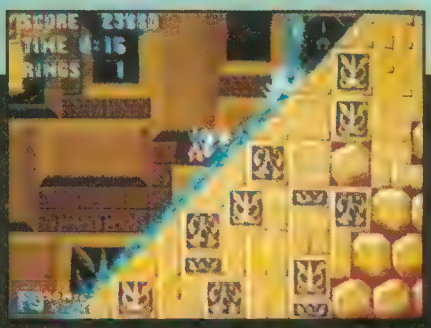
Much of the Labyrinth zone takes place underwater, so you'll need to suck down some oxygen on a regular basis. Do that by grabbing a few of these air bubbles.

Ride these conveyor belts until the spikes up top make it too dangerous to continue.

Don't hop aboard the cork on the left. It will rise with the water until you're sandwiched by spikes up above. You'll also need to keep an eye out for these burrobots on the right. You'll barely be able to see their armored noses sticking out of the ground.

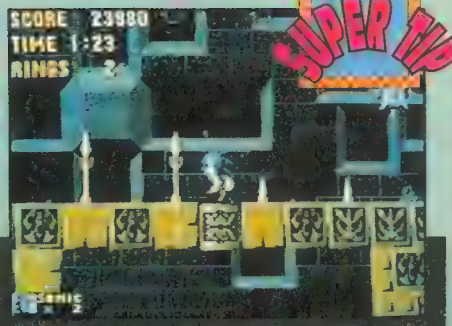
SUPER TIP

An easy way to defeat this spiked sea creature is to dart off-screen and back again. When you see the creature for the second time, his spiked defenses will have disappeared.



While riding down the extensive waterfall system in the Labyrinth zone's act three may be fun, it can also be dangerous ...

. . . So, make sure you time your jumps correctly.

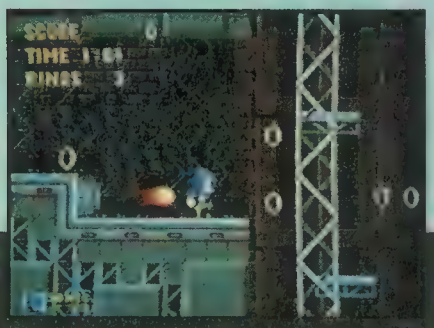


Keep jumping on the middle block in this scene to uncover a secret chamber below.

This is a potentially treacherous juncture. Before you let go of the pipe, gently slide down it. Otherwise, you'll end up skewered on the spike to the right.

All you have to do in this round is chase the Doc to the very top. Easy, right? Wrong. There are a multiplicity of obstacles and a rapidly rising water level to deal with.

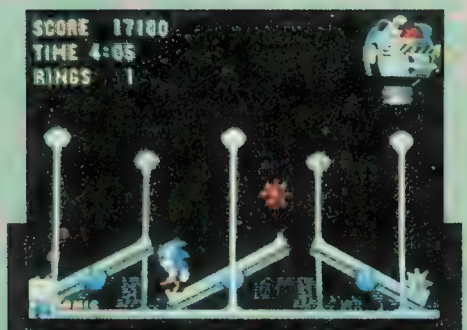
These little buggers in the Star Light zone are impossible to eliminate, so don't even try. In fact, get out of the way as quickly as possible because they have a nasty habit of exploding.



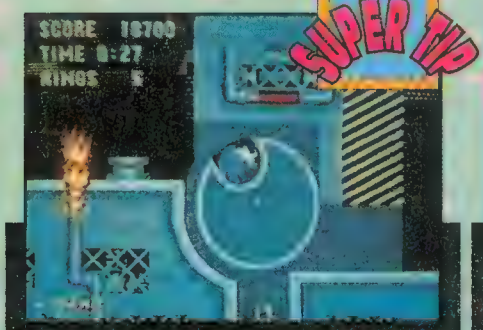
This tunnel to the left shoots out fire — another sneaky surprise to keep Sonic on his toes.

Use these levers just like a catapult. The spiked ball can be used to propel you onwards and upwards.

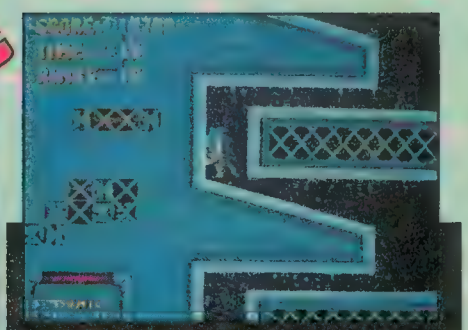
These stairs will descend as soon as you touch them. Be on guard against fire balls as you make your way down.



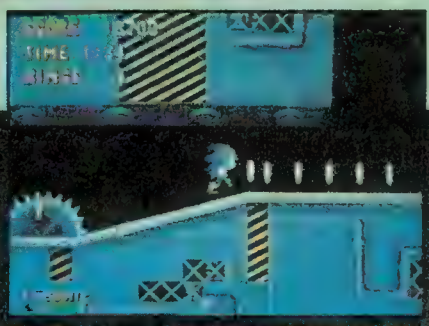
The battle versus Robotnik keeps getting more and more interesting. Use the levers to propel either Sonic or the exploding balls, or both.



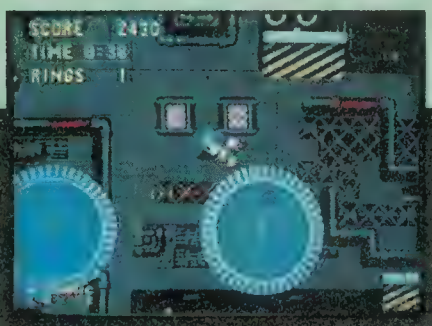
The only way to get through this section of the Scrap Brain zone is to curl up inside this compartment.



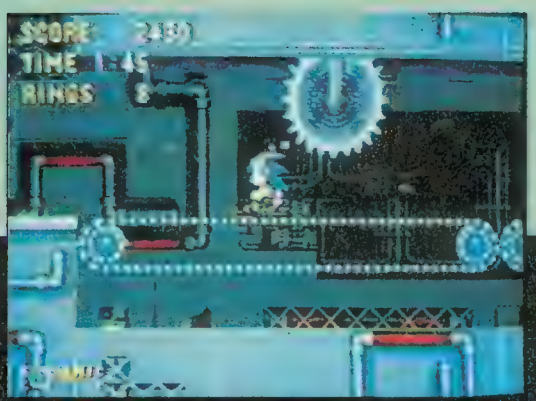
Get as close to the wall as you can to avoid being crushed by these steel girders. When they recede, make your move downward.



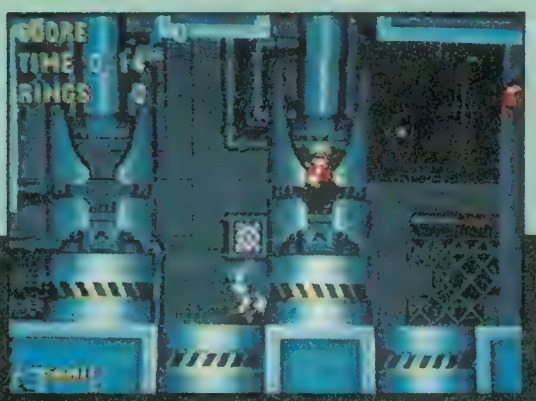
The saw blades can only harm you when you are at the same level, so make reaching this slope your goal.



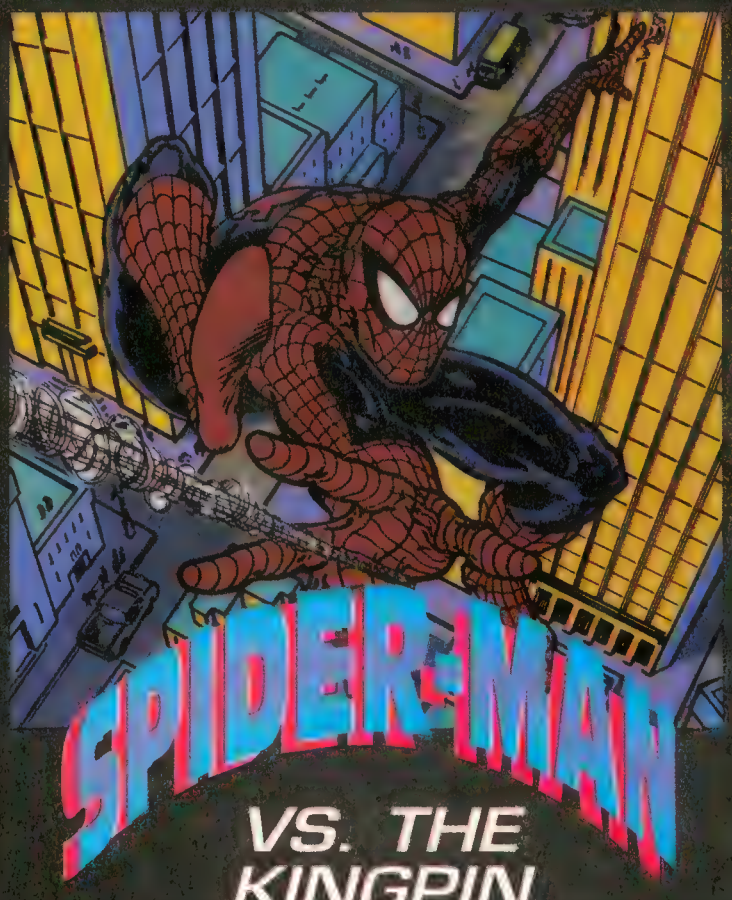
These cogs can take you higher and higher, but you must master some delicate jumps in order to take advantage of them.



Keep running against the conveyor belt's momentum as you time your passage underneath the blades.



The final confrontation! Try to hit the cylinder Dr. Robotnik is hiding in while avoiding his electron bombs.



Brian Carroll

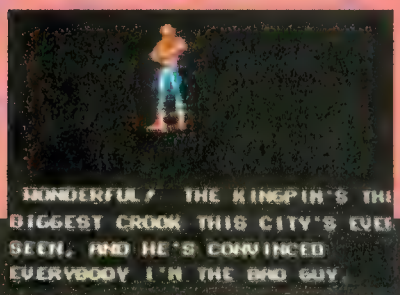
New York City has never been more dangerous. The Kingpin, and six of the city's most unusual criminals, have combined forces to establish total and permanent control of the city.

The only obstacle preventing them from rotting the Big Apple is Spider-Man.

As Spidey, your goals include eliminating all six of the Kingpin's heinous henchmen — Dr. Octopus, the Lizard, Electro, the Sandman, the Hobgoblin, and Venom. After years of comic-book confrontations, Spider-Man should well know how to vanquish these all-too-familiar villains. You must also deactivate the Kingpin's "Ultimate Bomb" before time runs out for the city's citizenry.

Spider-Man vs. The Kingpin is a visual masterpiece. The game employs bright colors and subtle shading to paint realistic, smooth-scrolling scenery. This action-packed slugfest should be a big hit with Genesis players—particularly those who have followed the Web Slinger's adventures in Marvel Comics.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080



After a brief scene outside the *Daily Bugle*, Spidey begins his quest to thwart the Kingpin's master plan. This dangerous search begins inside an abandoned warehouse.

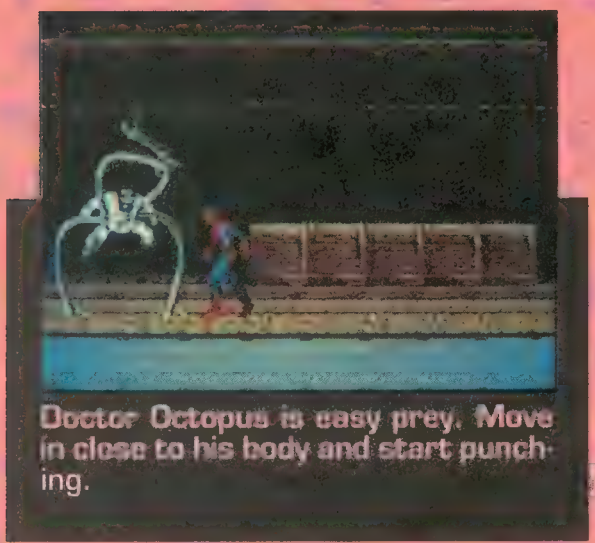
To get past these two gunmen, sling a web between the two beams and swing past them.

Don't ignore Spider-Man's spider sense. It warns you of approaching danger.

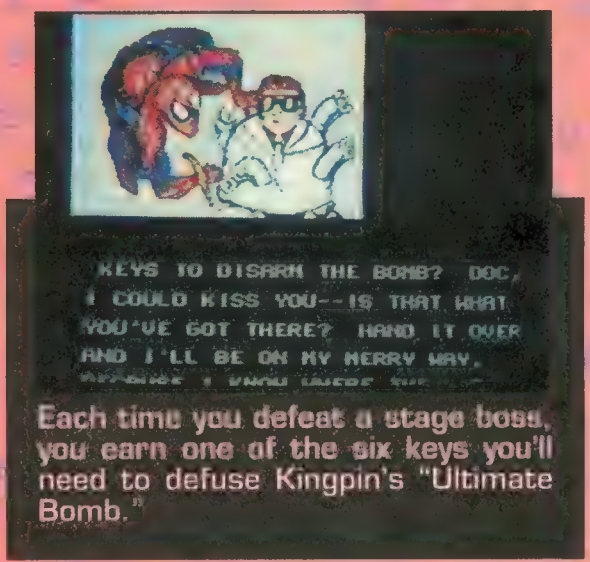
Not only is the Webbed One an accomplished crime-fighter, but he's also an expert photographer. The *Daily Bugle* will pay Spidey for every shot he takes.

Crouch to draw the forklift's platform down before leaping over the entire apparatus. As soon as you make your jump, turn and start firing. This is one of several enemies that are vulnerable to attack from behind.

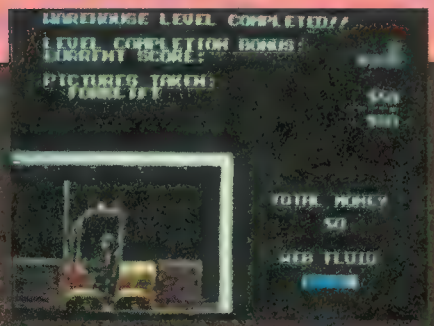
To nail this gunman, jump from a spot about two-thirds up this dividing wall. Otherwise, you can't web him before he pumps you full of lead.



Doctor Octopus is easy prey. Move in close to his body and start punching.



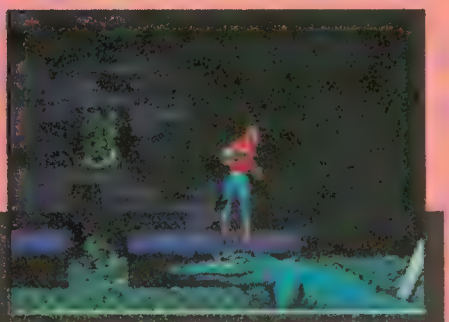
Each time you defeat a stage boss, you earn one of the six keys you'll need to defuse Kingpin's "Ultimate Bomb."



At the end of each stage, you can spend the money Spidey earned with his camera to purchase additional web fluid.

Take the top sewer pipe at this point in stage 2. The other routes are dead ends.

The Lizard's reptilian henchmen are lightning quick. As soon as your spider sense tells you one is coming, get into a defensive position and begin shooting webs.

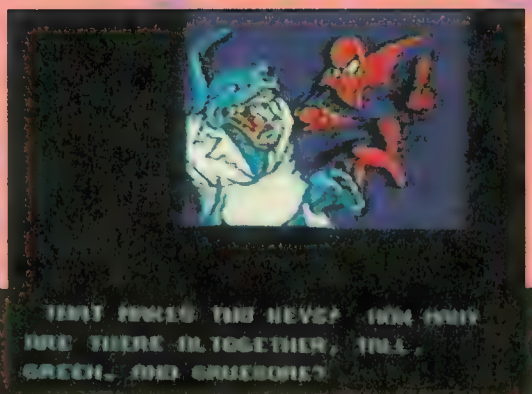


This croc's bark is bigger than his bite, so don't waste your time on him. It's better to leap across and be on your way.

Don't waste lives trying to figure out how to negotiate this treacherous section of the sewers. Just swing left to the end of the stage.

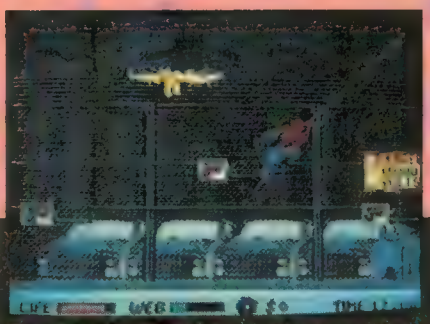
The Lizard should be another easy win. Make him charge at you by taking a small step toward him. When he begins to run, crouch and shoot web after web at him.

Venom is annoying, even sickening, but you have bigger problems to worry about. Don't waste your energy trying to defeat Venom. Concentrate on the boss of the stage.

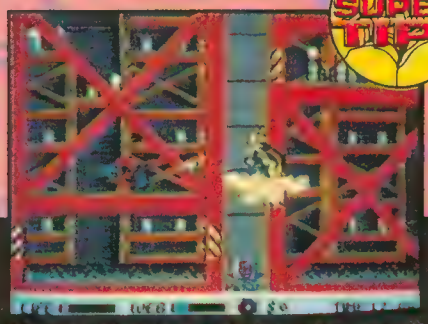


When you defeat the Lizard, you'll collect the second key to the Ultimate Bomb.

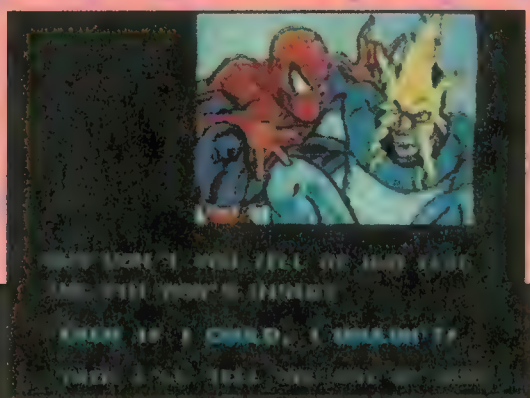
The ever-resourceful Kingpin has taken over the airwaves of New York City, and he's using television to convince viewers that Spidey is an outlaw. Even walking the city's streets may become dangerous for our hero.



Several of the adversaries you'll meet in the power plant are invincible. Swing past on your web-lines, avoiding as many of these nuisances as possible.

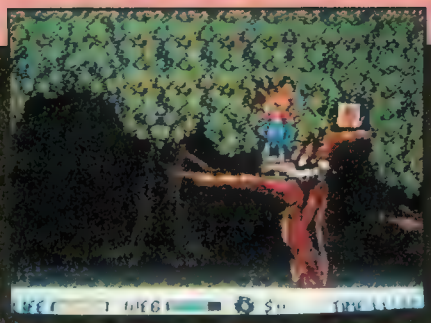


Keep Electro at bay by positioning yourself higher than his flight path. Once you've established good position, zap Electro whenever he appears.



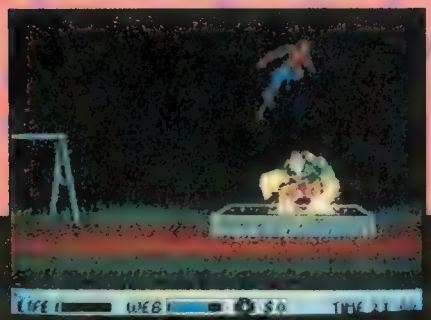
Each villain claims to be unaware of the Kingpin's overall plan. Spider-Man will have to discover the truth for himself.

Whenever Spidey looks tired, send him back to Peter Parker's apartment. He'll recover energy, although you'll lose time quickly.



Returning to Peter's apartment also makes it possible to gather the same power-up over and over. By running back and forth from Peter's to Central Park, you can collect the same web fluid icon several times.

Forget the muggers — it's the animal life you have to look out for in Central Park. To avoid becoming this gorilla's plaything, retreat to a safe distance and sling your web each time he raises his arms.



Before dealing with the Sandman, be sure to grab the life icon just beyond the sandbox.

The Sandman is immune to kicking, punching, and even web slinging. The only way to come out on top is to wash him away. Remember the fire extinguisher at the park entrance?

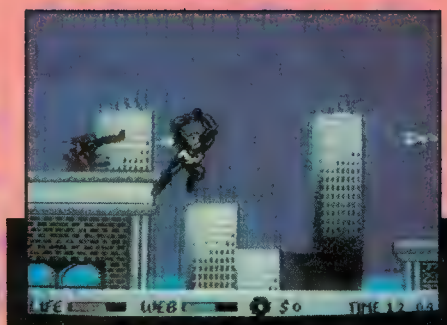
Since the Kingpin's flunkies can't provide Spidey with any useful information, he'll have to do a little street walking. But remember, the Kingpin has convinced everyone that you're the enemy. Trust no one.

SUPER TIP!

At the very beginning of stage 5 is a web icon. Grab it to get some much-needed web fluid.

To the right of the web fluid icon, at the top of the fire escape, is a life icon.

Although you have an unlimited number of lives, you must deactivate the bomb before time runs out. You have 24 hours.



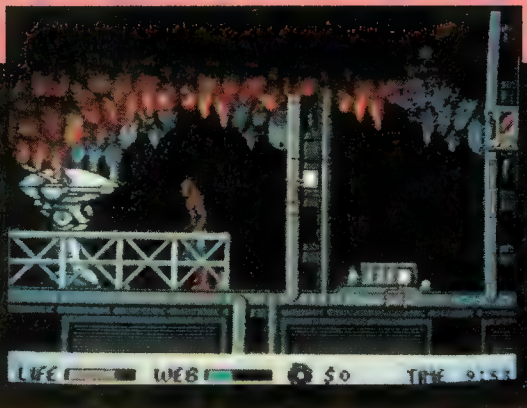
He's back. Hold off Venom by learning his jumping pattern. If you can avoid him long enough, he'll just vanish.

This hoodlum is tough! Fire webbing until you're able to knock her off her chopper. Persistence is the key.

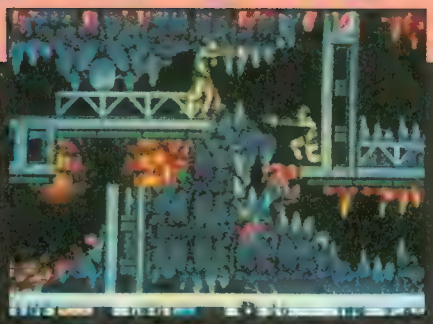
If you can lock the Hobgoblin into a pattern similar to the one you used to defuse Electro, he'll be dead pumpkin meat. His head is most vulnerable to attack.

If you think Spidey was seething before, you can guess what effect the kidnapping of Mary Jane Parker will have!

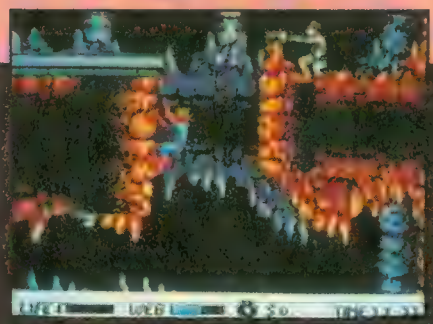
Once again, the Kingpin sends Venom to do his dirty work.



These walking ashcans in the caverns aren't much of a threat. One kick to their upper section will render them inoperable.



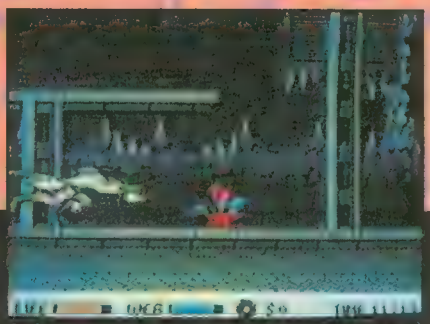
To get past this gunman, swing toward him on your web-line, then jump up toward him. Kick him at the top of your jump. This will take some nimble button pushing.



To complete this stage you'll have to perform one last swing/jump combination. There is no boss to beat.

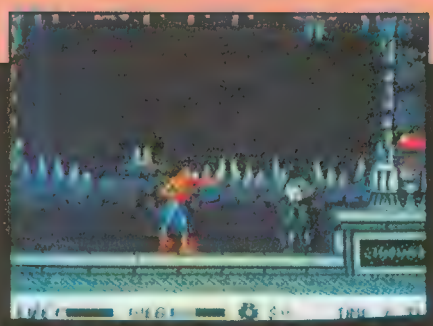
You've finally reached Kingpin's hideout. To navigate through his air-conditioning system, tap your C button once to jump and twice to stick to the surface. Hold the button down after the second tap.

Fight Electro the same way you did the last time. You must establish a position higher than Electro's to gain the advantage.



The same advice goes for the Lizard — he can be defeated the same way you nailed him last time.

Proceed slowly through this stage. If you move ahead too quickly, you'll usher in more than one villain at a time.



Keep your distance when battling Venom. This time around, he's easily your toughest opponent.

Defusing the bomb is trickier than it may seem. The color of the bomb will tell you which key to use.

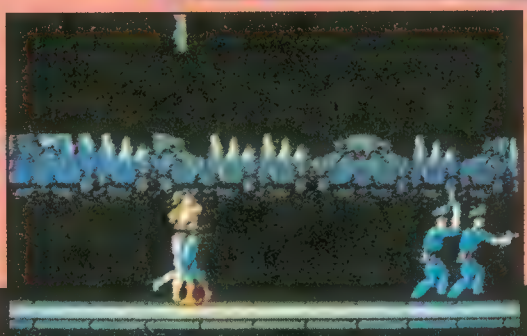
They don't call him the Amazing Spider-Man for nothing!

Gather up as much web fluid as you can when traveling through this last section of pipe.

The Kingpin isn't subtle. He comes at you hard and fast.

As though the Kingpin weren't enough to worry about, you also must find a way to free Mary Jane before she is boiled alive in the Kingpin's cauldron.

Sling your webbing at the chain while jump-kicking the Kingpin. This will take two quick taps on your C and B buttons.



If you can sever the chain before either Spidey or Mary Jane bites the dust, the Kingpin will be crime history.

STAR CONTROL

Gary Meredith

The people of Earth thought they were alone in the universe. But within moments of the first meeting with the alien Chenjesu Broodhome warship, Earth's leaders knew their world would never be the same. The Chenjesu told Earth's leaders of the Ur-Quan Hierarchy, a ruthless confederation of planets bent on galactic domination. The Hierarchy is now headed for the Solar System. Earth's only hope of survival is to accept the Chenjesu's invitation to join the Alliance of Free Stars.

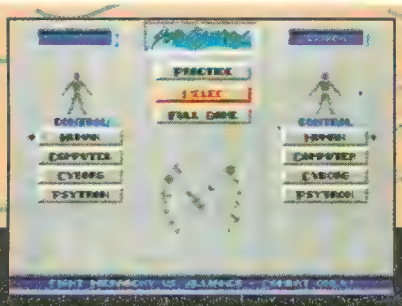
As *Star Control* begins, the Alliance and the Hierarchy are locked in battle. Unfortunately, Earth is not exactly prepared for interstellar warfare. Due to cuts in the space program, most of the Terran space fleet has been assembled from what military odds and ends happened to be lying around. Many of the other Alliance members are in the same boat, so it could be an uphill battle against the seemingly superior forces of the Hierarchy. Aside from the low morale that plagues much of the Hierarchy, your only advantages will be your fighting skills and your strategic abilities.

The many different ships and the wide range of scenarios (the Sega version features more scenarios than the original PC version of the game) keep *Star Control* fresh, game after game. There are 14 different ships, each with unique weaponry, crews, and flight characteristics. It's especially nice that no ship is so powerful that it can't be defeated by a cunning adversary.

The different alien crews really add spice to the game. From the creative cowardice of the Spathi to the vowel-hating Mmrnmhrm, this is a galaxy of unforgettable characters. Detailing the motivations of a race such as the ultra-homely VUX (Very Ugly Xenoform) or the playful, elflike Ariloulaleelay gives the game real depth.

Star Control is a fascinating mixture of arcade action and strategy, with gorgeous graphics, humorous characterizations, almost limitless variety, and addicting, open-ended game play. If you're looking for a game that really shows what the Genesis system can do, this is it.

Ballistic, 550 S. Winchester Blvd., San Jose, CA 95128



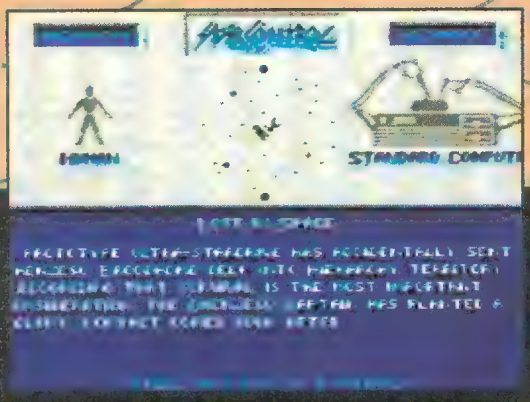
Playing as a human allows you to control both strategy and tactics. Choosing the cyborg option leaves the actual combat to the computer, while the psytron controls only strategy.

In the practice mode, you choose the matchups. This screen even allows you to pit two ships of the same design against one another.

The most powerful ship in the galaxy is the Ur-Quan Dreadnought, also known as a Planetary Siege Unit. Its devastating firepower can make even the most inept commander a formidable foe.

Countering the Dreadnought's might is the Chenjesu Broodhome warship. Not as impressive in sheer firepower, the Broodhome relies on its D.O.G.I.'s — living projectiles that home in on an enemy ship and drain its power.

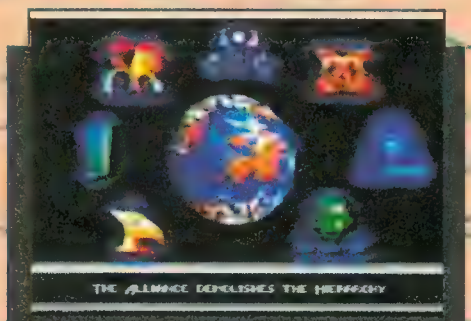
Looking as if it might have been assembled from parts found at a Pentagon rummage sale, the Earthling Cruiser nonetheless has a couple of effective, if not always dependable, tricks. It's short-range lasers are very effective against the tiny Ur-Quan fighters.



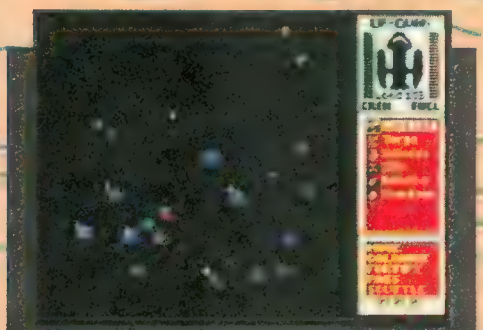
The Lost in Space scenario places a lone Chenjesu Broodhome in Hierarchy territory. The Chenjesu commander must establish a colony to support his ship while fending off Hierarchy attacks.

Formerly inhabitants of Earth, the cloned Androsynths have forged an alliance with the Hierarchy. Here, their ships form the first line of attack against the Chenjesu. As the Chenjesu commander, your first priority should be to establish supply colonies.

The Androsynth Guardian, considered one of the most beautiful and sophisticated space ships, uses guided acid bubbles as its main weapon. It can also transform into a cometlike ramming vessel, very effective against larger ships such as the Broodhome.



Even in superior numbers, the Androsynth Guardian ship is no match for a well-piloted Broodhome. The races of the Alliance have cause to celebrate...for now.



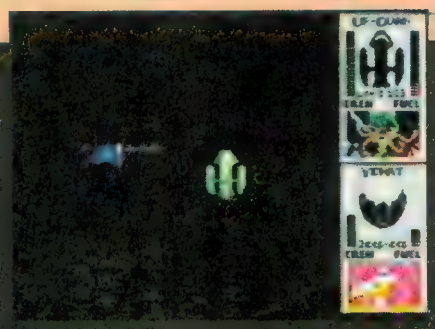
The odds change when an Ur-Quan Dreadnought appears on the scene. With its impressive straight-line speed and long-range fusion cannons, a single Dreadnought is cause for concern.

The Dreadnought commander positions his ship for maximum effect. From here, the options for attack are numerous.

When the Dreadnought suddenly appears above this Alliance planet, the only ship in the area is a Yehat Terminator. Fortunately, the Yehat are one of the few Alliance races not intimidated by Ur-Quan might.

The small size of the Yehat Terminator belies the power of its main weapon, a rapid-firing pulse cannon that allows the Terminator to operate much like the fighter planes of Earth's World Wars.

Considered crazy by some, the Yehat will aggressively attack a more powerful foe. Hit-and-run tactics are your best bet while piloting the Terminator.



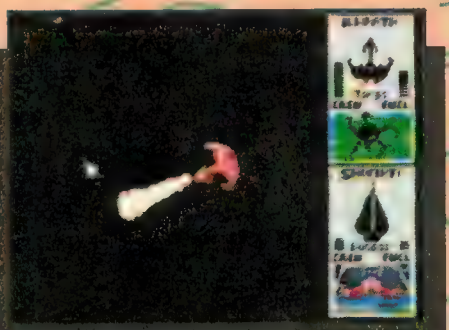
The Yehat force shield is resistant to even the powerful blasts of a Dreadnought fusion bolt. If you're an Ur-Quan commander, stand off and let your fighters peck away at the Terminator's defenses.

Even though a Terminator can run rings around a Dreadnought, the Yehat are ultimately no match for the combined attack of the Ur-Quan's auxiliary fighters.

In another part of the galaxy, the struggle for freedom continues. A Showfixti Scout prepares to do battle with an Avenger, a product of the utterly evil Ilwrath.

The Showfixti Scout's small size makes for considerable maneuverability, which suits the Showfixti hit-and-run battle tactics perfectly. Note also the "Glory" device — a kamikaze-like suicide weapon.

Because of the short range of its primary weapon, the Ilwrath Avenger must utilize its exceptional turning ability and its cloaking device to get fairly close to its intended victim.

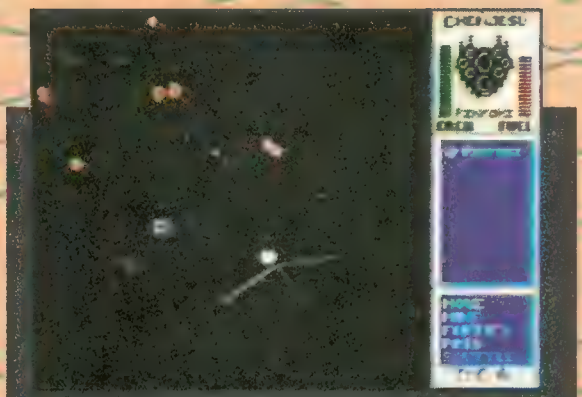


As proteges of the Yehat, the Showfixti show the same disregard for danger.

In what would appear to be *the* David-and-Goliath battle of the conflict, a lone Showfixti Scout has the nerve to stand up against the Hierarchy's flagship.

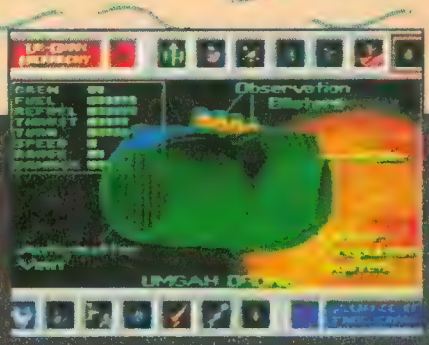
The small Scout's maneuverability makes it a tough target to hit. The Ur-Quan decide to send in the auxiliary fighters.

As the Showfixti captain, you should use your superior speed and the gravitational pull of a nearby planet to wear out the fighters while waiting for an opportunity to attack.



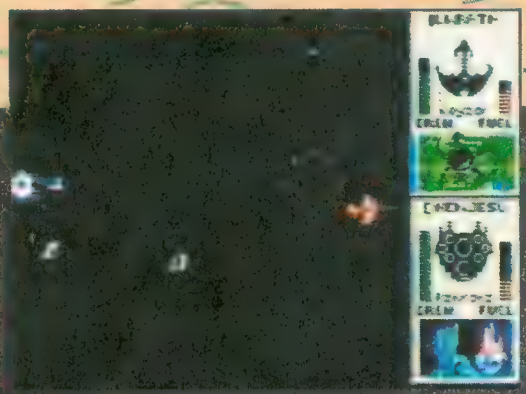
In this scenario, the Chenjesu venture into uncharted territory, only to be confronted by the Umgah and the Ilwrath.

While nominally members of the Ur-Quan Hierarchy, the Umgah really see themselves as apart from the conflict. They think the war is just an intergalactic practical joke.

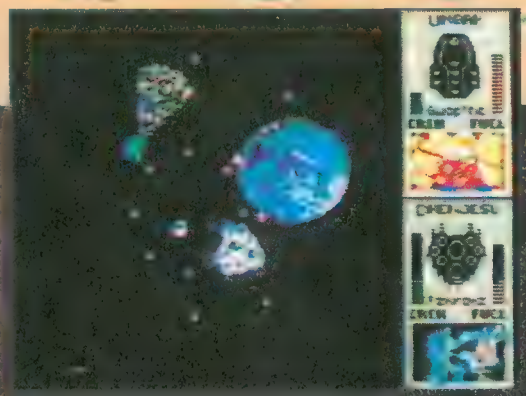


The Umgah Drone may not seem like much, but it boasts an awesome weapon, an anti-matter cone which serves as both a weapon and a shield.

From its central position, the Chenjesu Broodhome has an excellent opportunity to take the offensive. Check for possible threats to other Alliance emplacements before committing your ship.



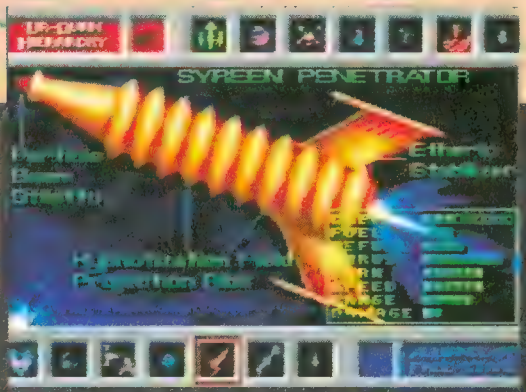
The range of the Chenjesu crystal proximity projectiles is considerable, enabling a captain to attack from beyond the range of most enemy weapons.



The Broodhome possesses powerful engines, but like the Dreadnought it handles like a garbage scow. This can be a liability in a tight dogfight.

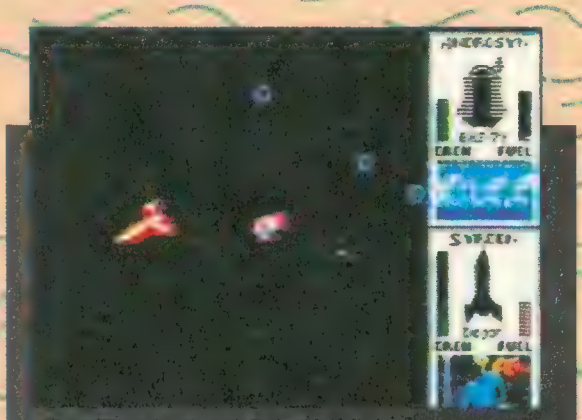
Even a rugged Broodhome can be destroyed if it collides with a planet. The Ur-Quan are the oldest race in the universe, and supposedly above gloating. Yeah, sure they are.

An interesting matchup: the Androsynths versus the nomadic Syreens. The Syreens, a race of humanoid females, rely on psychological weapons to weaken their foes.



The Syreen Penetrator is feared by the Hierarchy captains, though not for its main weapon. Its real effectiveness comes from its Syreen Song Hypnotic Field Generator, which incites enemy crews to defect.

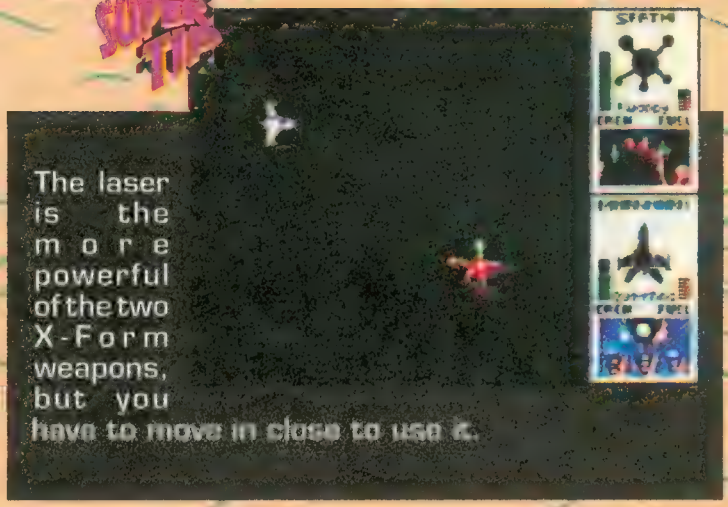
Since the Penetrator is lightly armored and equipped with rather ineffective missiles, it's important that the Syreen song be used to fortify the Syreen ship while weakening the adversary.



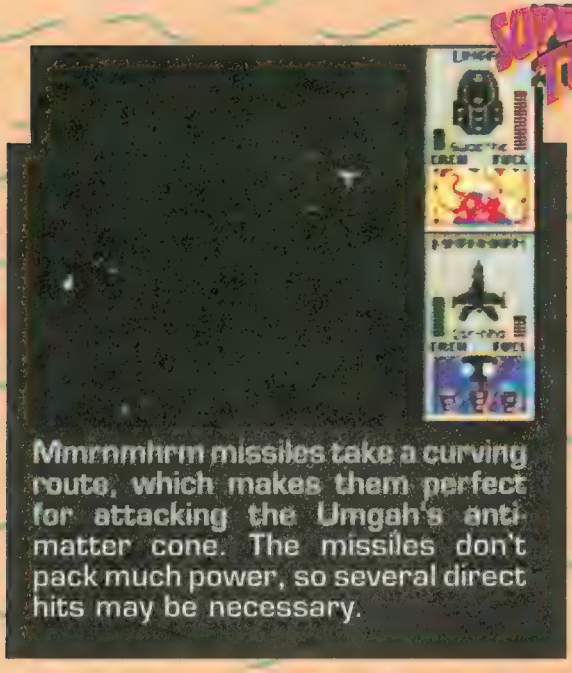
The Penetrator's light construction gives it great maneuverability. If only it had a bit more speed.

The best Syreen tactic is to outmaneuver the Androsynth acid blobs while circling around the Androsynth ship and using the Syreen song. Attack when the Guardian's fuel level is low.

The Mmrnmhrm are a technically advanced, vowelless race of robots. Their X-Form ships can transform from a quick but slow-turning ship to a very maneuverable one.



The laser is the more powerful of the two X-Form weapons, but you have to move in close to use it.



Mmrnmhrm missiles take a curving route, which makes them perfect for attacking the Umgah's anti-matter cone. The missiles don't pack much power, so several direct hits may be necessary.

In this battle of the titans, it's a matchup between D.O.G.I.'s and auxiliary fighters. The Broodhome should withstand the fighters' onslaught long enough for it to weaken, then attack the Dreadnought.

Once enough D.O.G.I.'s have surrounded the Dreadnought, the Chenjesu can stand off at long range and fire crystal proximity bombs until the Ur-Quan juggernaut expires.

STARFLIGHT

Jeff Lundrigan

It is the distant future, and space travel is commonplace. Man has all but forgotten his origins on Old Earth. But on the new homeworld of New Arth, things aren't going very well.

A terrible plague of nuclear fire is working its way across the galaxy. Sun after sun has gone nova, emitting deadly solar flares that simply devastate whatever life forms inhabit the system.

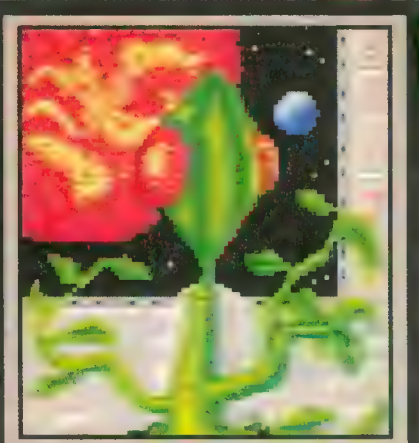
Nobody knows what's causing this unprecedented disaster, but it's spreading. And New Arth lies directly in its path.

Starflight is an enormous game, part role-playing and part space exploration. You'll be glued to your control pad as you race against time to find the cause of the galaxy's imminent demise.

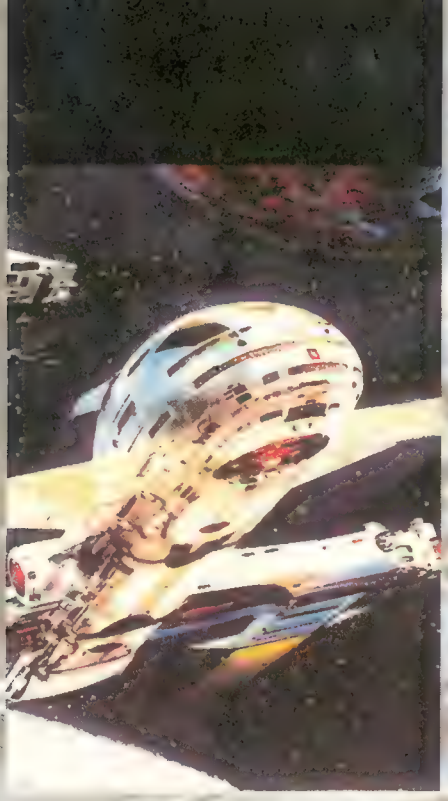
Only by establishing contact with eight

Velox

Thrynn



Elowan



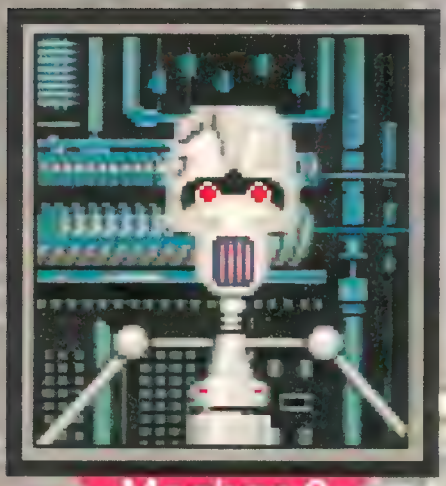
alien races and carefully questioning them, and by sifting through the ruins of ancient civilizations, can the mystery be solved.

There's an awful lot to do here — you'll fly through a galaxy of hundreds of planets and star systems. You'll orbit and anaylyze alien worlds, and land on them to search for minerals and clues.

If *StarFlight* has one flaw, it's the section of the manual titled "The Captain's Log: Project Flying Dutchman." It's practically a walk-through of the game, and with it you'll probably finish the game in about a day and a half.

To really enjoy this game, you should take the time to explore at your own pace. Refer to "The Captain's Log" only if you're really stuck.

Electronic Arts, 1820 Gateway Dr., San Mateo, CA 98052



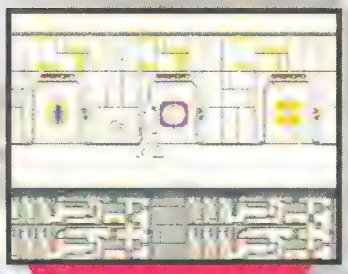
Mechan 9

Spemin

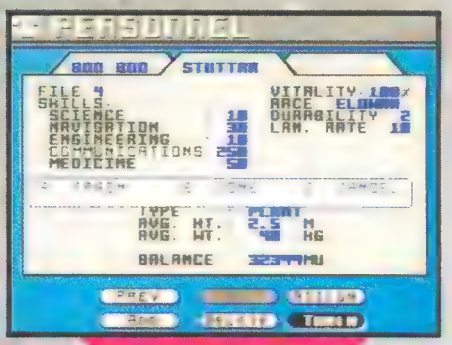
Garzurtoid

Uhlek

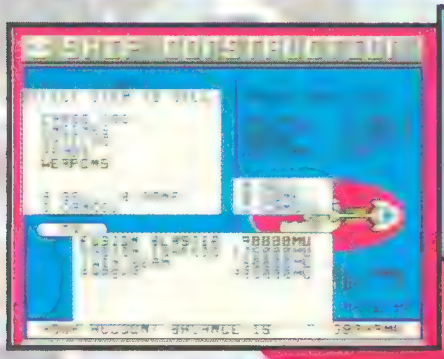
You begin the game in the Interstel Starport with 1 ship, 20 units of fuel, and 50,000MU in cash.



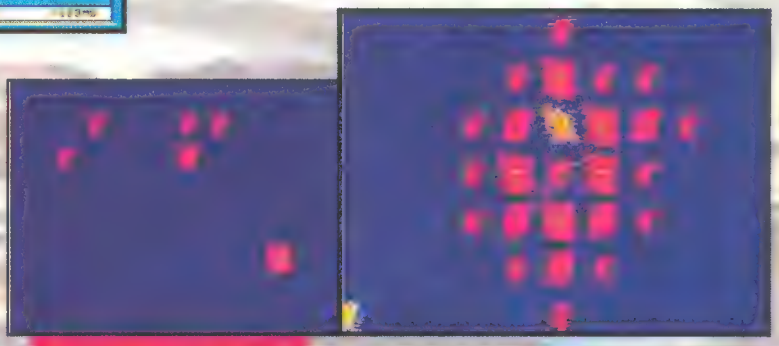
Inside the station, you can get a crew, buy and sell minerals, and purchase new equipment for your ship.



When assembling your crew, train them to skill levels of at least 150 to start. As soon as you can afford it, train them to 250.



Don't skimp on your ship and Terrain Vehicle. You won't need to add anything to your ship right away, except a few extra cargo pods. But the T.V. should be equipped with everything it needs to get around on a planet's surface — some planets are downright hostile.



Even though it's the most expensive piece of equipment around, the "Mineral Scanner 2" is more than worth it. The left scan was taken on a planet of mineral density 95 with Scanner 1, the right scan on a density 30 planet with Scanner 2. The better the scanner, the more minerals you'll find.

Once you buy better engines (and some armor, and maybe a shield — you never know) you're ready to venture out of your own system. Remember, there's a lot of money to be made by logging planets for colonization — even homeworlds of other races can be logged.

Collecting specimens is possible, but not recommended. It takes time, it's a little dangerous, and you can't make much money at it.

Fluxes are the most efficient way to get around the galaxy, and here's where that extra training pays off. A navigator with a skill level of 250 can not only recognize a flux, but will write down every flux you've ever gone through and where it leads.

The Staff Constellation

The Axe

The local cluster of Old Earth

Scan and analyze alien vessels to discover whether their weapons are armed. If they're not, the aliens are probably friendly.

Keep a close eye on your fuel during battle — the most powerful weapons use the most fuel, and if you run out you're a sitting duck.

If you're victorious, don't forget to gather the wreckage — there's fuel in there, and you can sell the rest for scrap.

There are some aliens and spacecraft you don't want to tangle with. The Uhlek, with their class 40 shields, are indestructible. Don't attempt to communicate, just raise shields and RUN!

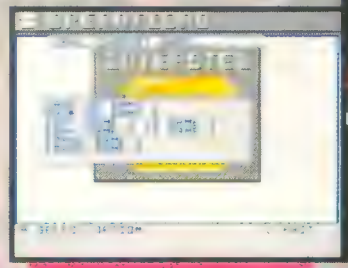
Check your ship for damage after every battle, then get your engineer to earn his money. Remember to keep some repair minerals on hand for emergencies.

Some aliens just won't cooperate, and you've got to make a show of force. The planet-smashing Black Eggs you'll find are great for this. Land, go out in the T.V., hit "inventory" and press the A button to drop the Egg, then get off the planet! Save one Egg, but have fun with the other two.

Some encounters might be a little puzzling, but they yield useful information. Don't blast away just because you don't understand what's going on.

You'll find ruins in a lot of places, but most of them are empty. If there's something there, you can find out by just touching it.

If you're ever orbiting a planet and you get this message, break out of orbit fast!

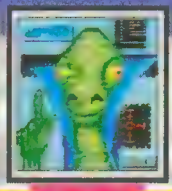


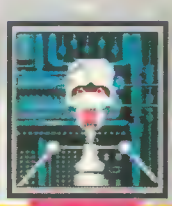
Be sure to save the game often. The galaxy is full of wonder, but it's also full of danger. You never know when something's going to reach out and smash you.

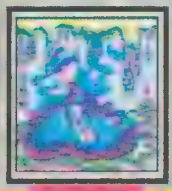
The Aliens

Talking with the different races is the only way to get a lot of the information you'll need. Keep asking questions about the same subject until you begin to get the same answers, then switch to a different subject. Keep it up until the aliens break communications.

Also, some races might be perfectly friendly, then turn around and blast you later because you've done something they object to — watch out.



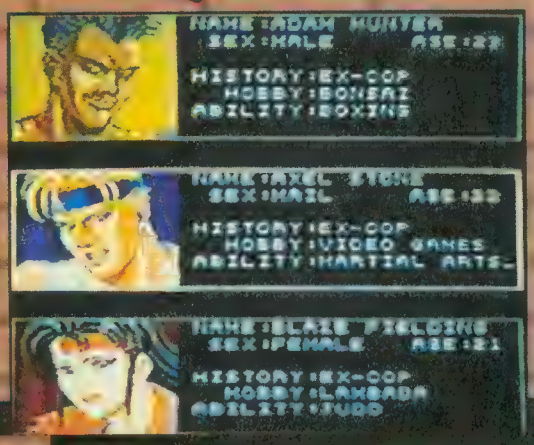




Race	Velox	Thrynn	Elowan	Mechan 9	Spemin	Ganzufoid	Unlex
Best Posture	Obsequious	Friendly	Friendly	Friendly	Hostile	Obsequious	Run
Information	Old empire, local phenomenon	Artifacts	Ancients, local phenomenon	Old Empire	Other races, ancients	None	None
Notes	Pay whatever tribute they ask. They boastfully lie about themselves, but never anything else.	Don't have an Elowan crew member on board when you talk to the Thrynn. Be wary when making deals.	Don't have a Thrynn crew member on board. Always be truthful when dealing with them.	Find the "ghost ship," then talk to them.	Have the Whining Orb on board. They're not always truthful, so don't bet your life on what they might say.	You can't get anything out of them, so just fly away.	Run!

STREETS OF RAGE!

Jeff Lundrigan



Be All You Can Be

[illegible] are three characters in *Streets of Rage*: Adam Hunter, Axel Stone, [illegible]e Fielding. Each fighter has different strengths and weaknesses, [illegible]u can get through the game with any of the three. Your toughest [illegible]ision: Which character has the coolest-looking set of fight moves?

The Syndicate has taken over the city, and even the police are powerless to stop these crooks. Crime is everywhere, and corruption runs deep. It's up to three brave ex-cops to turn things around and reclaim the city in the name of law and order. But how? By going down into the filthy streets and cleaning them out, one criminal at a time.

Welcome to the Streets of Rage.

Streets of Rage is among the best punch-and-kick action games around, and certainly one of the best for the Genesis. The variety of fighting moves is impressive, and the fact that two people can play at the same time adds a lot to the game's enjoyment.

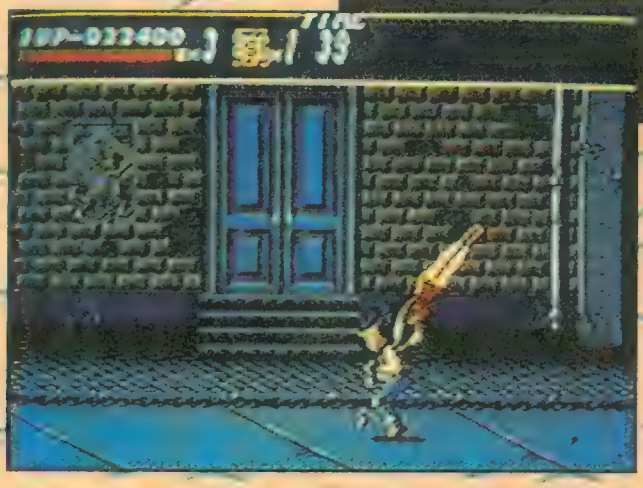
Streets' three difficulty levels are set up well, too. In the Easy mode, you can play through much of the game and get a good feel for what's going on, while the Normal and Hard modes provide an excellent challenge.

MAKE THE RIGHT MOVES

Each character has his or her own set of moves, but these moves all fall into similar categories that work the same. Keep in mind that you shouldn't just punch opponents until they fall down — they might get back up. Use a combination of moves to put them down and make them stay down.

A classic combo: Punch the enemy twice, then grab him while he's stunned and slam him with two knee-smashes. Top it off with your jumping super move and smash him into the ground.

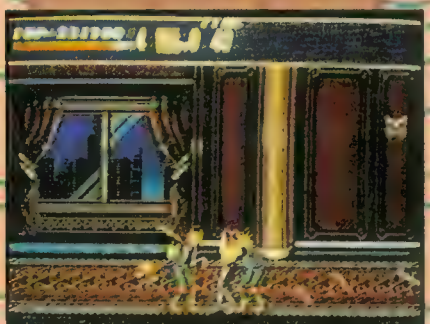
SUPER TIP!

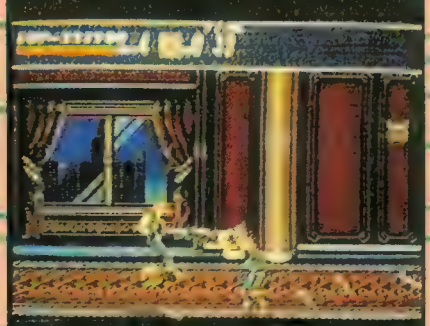


Instead of ending a combination with a super move, try flipping your opponent. Better yet, use the flip to throw him into other enemies.

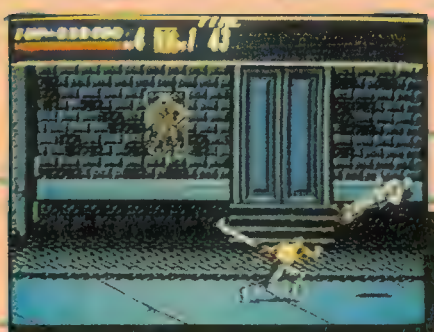
SUPER TIP!

If your opponent still isn't ready to give up the ghost after you've flipped him, run across the screen and finish him off with a flying kick.



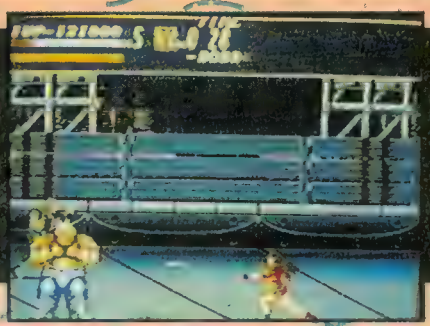


When you're grabbed from behind, use it to your advantage. Hit the B button and kick out at your attacker.

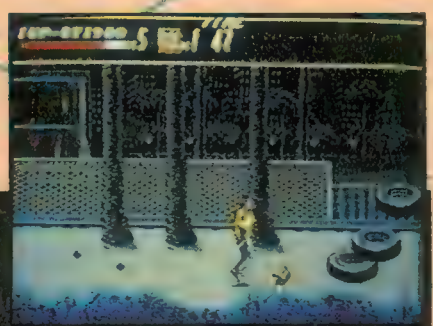


Weapons you can pick up include pipes and steel bats. These are great: They work at long ranges, and two swings from one will kill anybody except a boss.

Knives and bottles are less useful. Although knives can be thrown clear across the screen, they're not much better than fighting barefisted. You can't even throw a bottle.



Stun grenades will paralyze an enemy for a short time, but you can only use each grenade once. Don't bother trying to save them up — they're not *that* handy.

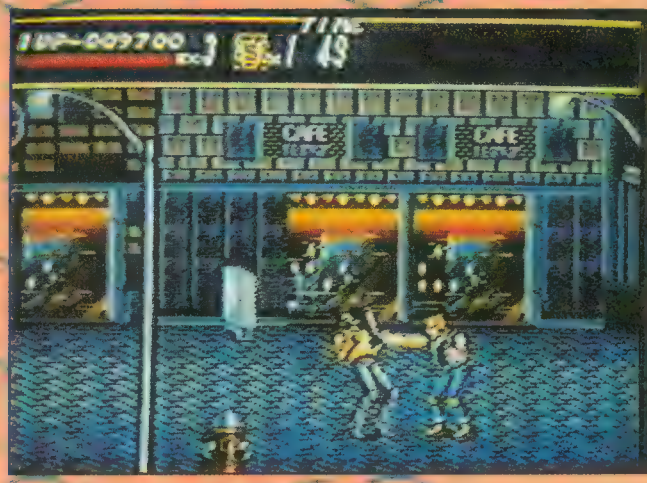


Other bonus items include energy-restoring food, extra special attacks, money or gold for bonus points, and extra lives.

KNOW YOUR ENEMY

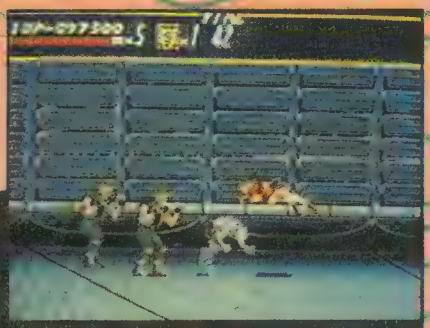
The vicious armies of the Syndicate are everywhere, and you won't get a moment's peace until the fighting's over. Enemies fit into a half-dozen categories, and get tougher as the game goes on.

Take things kind of slow, and don't let your enemies gang up on you. Concentrate on your most dangerous opponents first, then mop up the stragglers.



Grunts: The streets are full of these guys. Their only purpose in life is to hit you as hard and as often as they can. Be especially wary of them if they're carrying a weapon.

Whip Women: These ladies hang back, waiting for the right moment to lash out with their long-range weapons — don't give them time. Attack them as quickly as you can and smash 'em with combinations.



Judo Punks: These guys also stay back from the action, then suddenly come at you from an angle, grab you, and flip you. They can also slide in and attack.

Take them out as quickly as you can — flipping them is especially satisfying.

Karate Killers: They attack in groups and try to surround you. You'll have to be fast to keep them at bay. Try grabbing the one behind you and throwing him into the others.

Juggling Fools: These weird-looking clowns toss around lethal items with incredible ease. Don't come at them head-on or you'll walk right into spinning agony and death. Instead, come at them from the side, grab 'em, and pummel 'em.

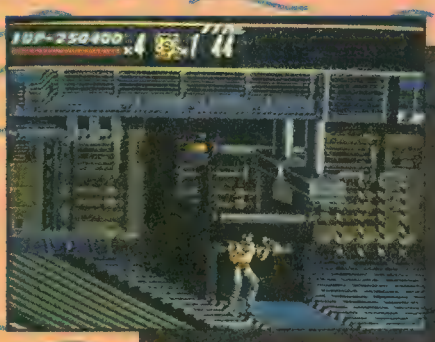
SUPER TIP!

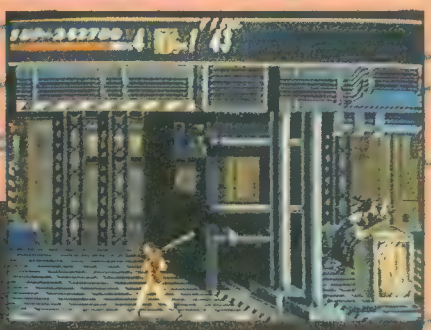
Holes to Nowhere: Stage 4 has big gaps in the floor — fall in one and you die. On the other hand, if you flip or knock enemies into them, you can bet they'll never be seen again.

OTHER DANGEROUS STUFF

Enemies aren't the only things you should worry about. These streets are full of obstacles, and some are more deadly than your bloodthirsty opponents.

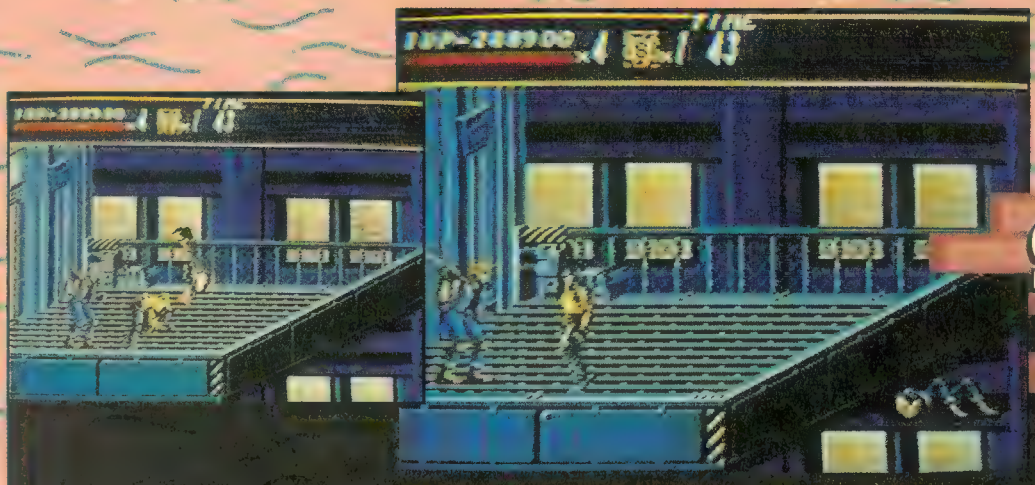
The good news, though, is that they aren't just dangerous to you. They'll hurt anyone, including the creeps you're fighting. If you're really on your toes, you can use the obstacles to your advantage.



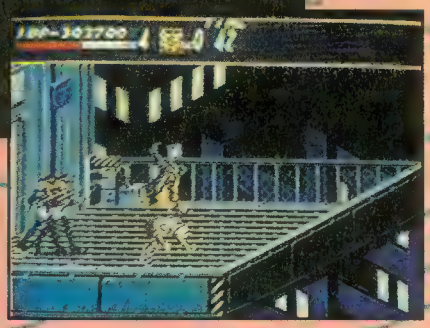


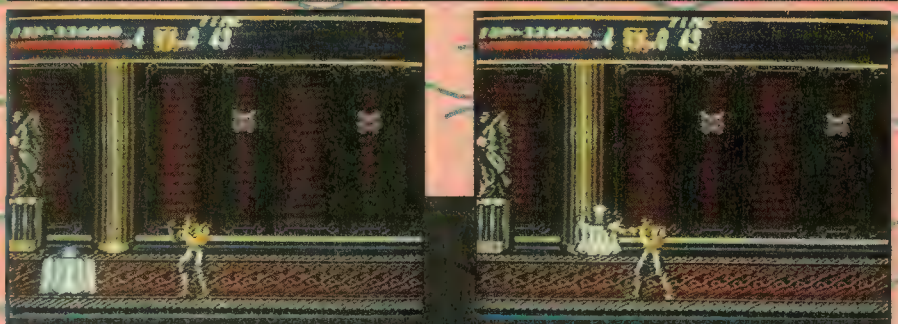
Monster Industrial Presses: Stage 6 is loaded with big, crushing presses. Walk under them just a little until you see the ON light start to flash, then get back out of the way fast. If you're clever, you might be able to coax an opponent or two underneath the presses before they start operating. Squish!

SUPER TIP!

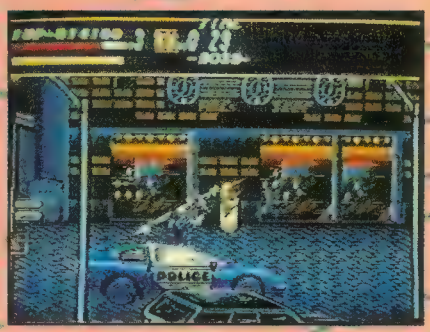


The Up Elevator: Stage 7 takes place entirely on a moving elevator. Falling off means instant death, so grab every enemy you can and flip 'em over the side. By the way, be especially careful of Judo Punks during this stage — they have a nasty habit of giving you free trips to the bottom floor.





Tea Trays of Death: No foolin' — stage 8 has these runaway pushcarts that come out of nowhere and run you over. Advance slowly during this stage, occasionally punching as you move, just in case. The good news is that the pushcarts sometimes hide bonus items.



WHO'S THE BOSS?

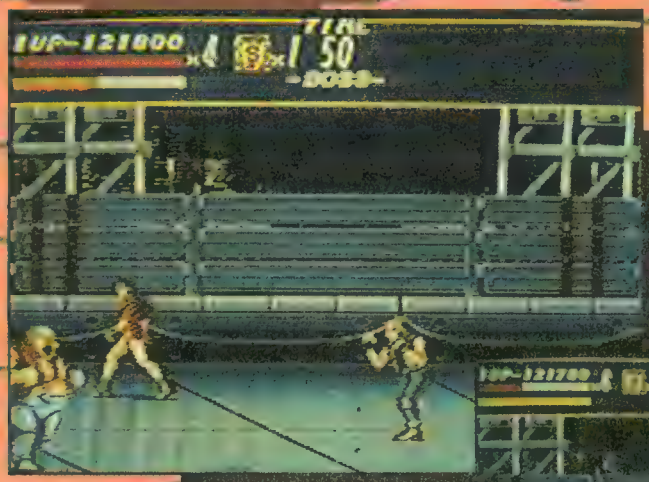
Of course, these are the enemies you really have to worry about. The worst part of fighting the bosses is that they're almost never alone — you'll have to battle one or two grunts at the same time. Ignore these nuisances as best you can, and concentrate on the boss. Another thing you should know about bosses is that they have a nasty habit of showing up again in later stages. They keep the same fight patterns they used before, though, so just get in there and get busy.

Stage 1: He carries a steel boomerang and is known to use vicious kicks. Approach him from the top of the screen, but first employ your special police attack to soften him up. You can't save special attacks for later stages, so go ahead and call in the local authorities. They'll build a ring of fire guaranteed to scorch the boss, at least temporarily.

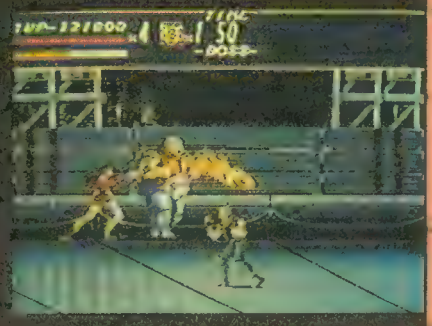
Stage 2: This nasty character uses Freddie Krueger-style steel claws to rip you to shreds. Just for the record, you can use almost any move on a boss, but there are exceptions. Here, for instance, don't try a jump kick — he moves so fast that he'll shred you in midair. You'll meet him again, along with his identical twin brother, at the end of stage 6.

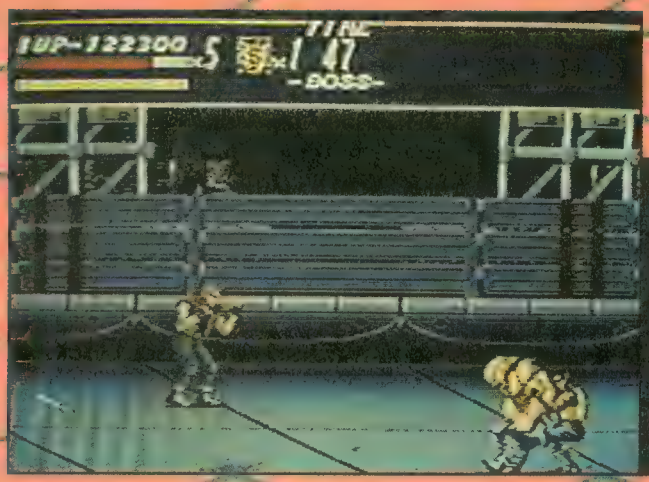
Stage 3: A former pro wrestler, this behemoth rushes in from the side of the screen and levels you with a single devastating blow. Keep punching with everything you've got and you just might be able to stop him right in his tracks. If you can catch him near the edge of the screen, he won't be able to back away.

SUPER TIP!

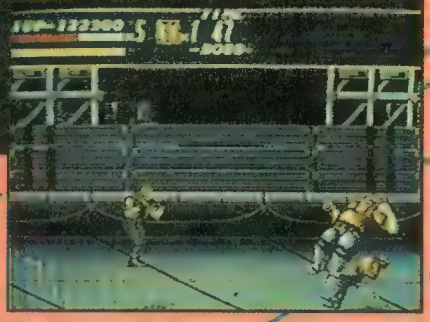


Stage 4: This fire-breathing fat man runs diagonally across the screen, and you'll get burned if you're anywhere in front of him. Run diagonally in the opposite direction just before he starts to move, then turn and hit him from behind.

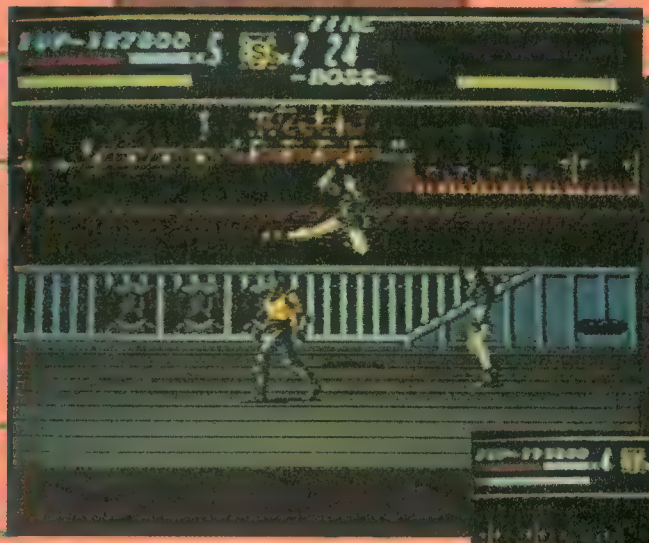




Warning: If you get too close, you'll accidentally grab him. As you can probably guess, he's far too big to slam around — you'll wind up getting crushed.



SUPER TIP!



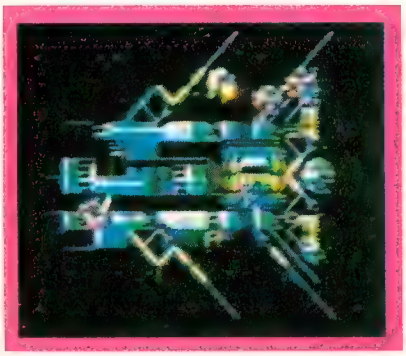
Stage 5: It's time to face the toughest challenge in the game. They may look like models, but these twins are a deadly pair. Keep moving away from them and wait for their attacks, either by spinning somersaults or regular jump kicks. They're only vulnerable after they perform a jump-kick. Watch one twin's shadow on the ground and try to get in line with where she'll land. Then *quickly* turn and punch as fast as you can.

The Final Boss: There's little information about Kho Syndicate's kingpin. He's been known to toy people off, then double-cross them. He's also rumored to have deep affection for heavy-duty firepower. Good luck!

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

SUPER HYDLIDE REVEALED

Jeff Lundrigan



Super Hydlide is a super curiosity. Although the game has been out for a year and a half or so, we still get mail every week from readers who are just plain stumped. *Super Hydlide* has proven to be more challenging than anyone expected.

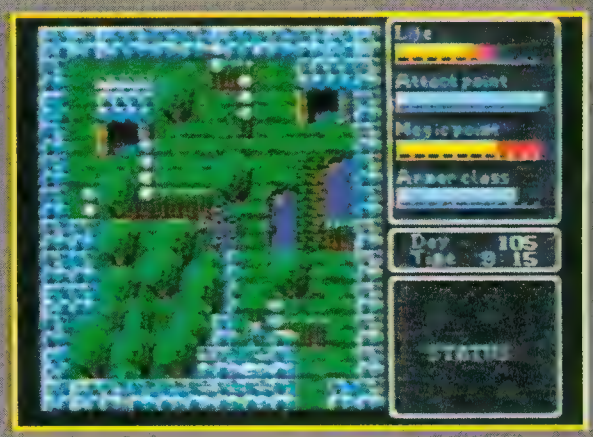
Well, you asked for it — so here are some answers to the most frequently asked questions about the game (and any other helpful hints we could find).

If you haven't done things in the same order as they're presented here, don't worry. You can wander anywhere, so just start out from wherever you are.

To begin, you should know that it's possible to get free experience points. Go to the pond in the middle of the City of the Woods (the first city in the game) and stand at the pond's edge, just left of the south end of the bridge. "Use" a coin, then search the ground. You'll get "lucky" and find 30 experience points.

You'll reach the first couple of experience levels with just a few hundred points, so repeat the "use" coin trick until you've raised your level a bit. If you set the game speed to "slow" before starting, very little game time will pass. Keep at it until you're at a high-enough level that your Load Capacity allows you to carry a ration of food, and your Agility keeps you from being hurt by the Cannibals out in the wilderness. Free experience is also handy for buying the first two or three spells, and later in the game you can use the same trick to push yourself over the top if you're a few points shy of gaining another level.

Seismic, 3375 Scott Blvd., Suite 100, Santa Clara, CA 95054



The free money in the building to the west isn't hard to find, if you don't mind walking through walls. Search in the middle of the walled-off area and you'll find it.

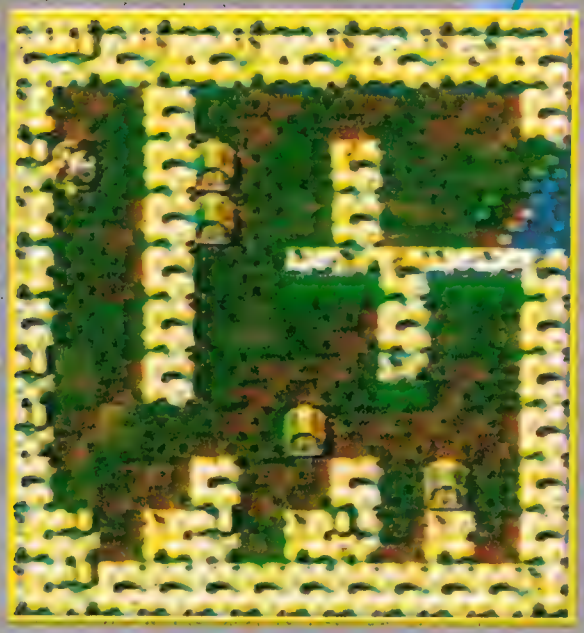
The entrance to the Subterranean City is underneath this tombstone. You don't even have to search — just bumping into it is enough.

I'm having trouble finding the Heavenly City and the caves. I have also heard about an old warehouse. Where can I find these?
— Eric Bivens, Florida

The caves, also known as the City of the Dead, are actually *under* the old warehouse, which you'll find in Subterranean City. Loot the warehouse for everything in it, but don't venture into the caves until you've visited the King of the Water Palace.

Getting to Heavenly City is a little more complicated. The tower to the north of the City of the Woods points the way there. In the southeast corner of the fourth floor is an alcove that looks like another set of stairs. Search it, and you'll turn on an elevator. Heavenly City is on the 198th floor, but first you'll have to defeat the Hellsmoke. The Hellsmoke is tough, and fighting him could take all day — it's a good idea to be fully rested and have plenty of rations before you face the Hellsmoke.

You can't convince the warehouse guard to let you in, but there's a secret way. Use the same trick you used to get the 10,000 in gold: Walk through a wall.



The entrance to the City of the Dead is inside this chest. The first time you look, though, you have to search all the other chests before you'll find it.

These double doors in the northern tower are the entrance to the tower's elevator. They won't open until the power is turned on.

The Hellsmoke is the first boss you'll face. It helps to have a long-range weapon, so hang on to the Arrow you found in the warehouse. Set the game speed to slow, so you have time to dodge.

Once you have the Cloud Stone, it's safe to exit the tower and follow the cloud path to Heavenly City. You can practically walk on air, and you won't die if you fall.

Walk around the outside of Heavenly Castle and jump through this hole in the clouds. You'll float to the ground and land right outside the entrance to the Water Palace.

How do I get inside that second door in the building where you can sample the music? — Mike Rodriguez, New York

The answer is you can't, at least not now. In fact, you can't go through this door until *after* you've already beaten the game. The sole purpose of this door is to replay the game's ending sequence.

It takes guts and a long life bar to beat the dragon. When one of its necks is totally extended, attack the open mouth. You'll have to kill all three heads before it's beaten.

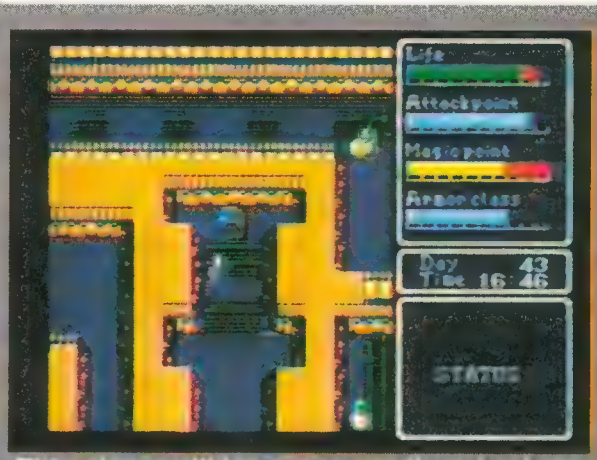
This lake is one screen north and three screens west of the City of the Woods. Stand on the shore and use Jeam's scroll to raise the Submerged Castle.

Where can you get ID cards for the castle? Also, I can't seem to find the palace submerged beneath the lake. — Jennifer Johnson, North Carolina

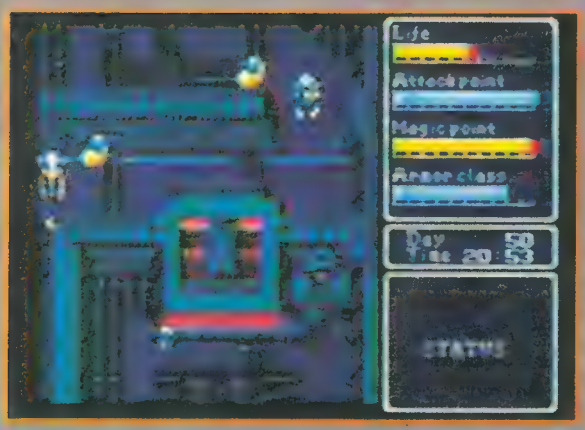
To the northeast of the City of the Woods is a large castle known as the Water Palace because it's almost completely surrounded by water. The ID card to get into the Water Palace is, believe it or not, *inside* the Water Palace! Once you get inside, you'll find it in the sleeping chamber. So how do you get inside in the first place? By falling from the castle in Heavenly City, directly overhead.

The king of the Water Palace is a collector of rare and strange items, and he's looking for the Dragon Fang. There just happens to be a dragon in the City of the Dead. Now is the time to venture into those caves beneath the warehouse. After you slay the dragon, the king will let you into his treasure room. There you find Jeem's Scroll, which you'll need, and a few "joke" items. Sell the joke items for some quick cash. Jeem's Scroll is used to raise the Submerged Palace from the lake.

The spacesuit is in the northwestern corner of the second floor of the Submerged Palace. There's no chest, so just stand here and search. Be prepared, though — it weighs 10,000.



This chest will be empty until you've been to the computer. Come back afterwards and it'll contain the space compass.



You'll have to access the computer two times to get the whole story. Just off to the right on the north wall is the teleporter, but it won't work until you go to the spaceship.

How do you free the fairy? — Travis Premore, New York

You'll find the fairy on level 3 of Kaizack's ship. Follow the southwest walkway from the transporter, and the fairy will be in a cell on the western wall. *Finding* the fairy isn't the same thing as freeing her, though. For that, you'll have to go to the fourth level, where you'll find an identical cell full of locking mechanisms. Release the lock, then go back and get the fairy. Now you're ready to take on Kaizack.

Space is full of enemies. Don't spend too much time fighting — you have a long way to "walk," and only one day to get there (although you can still come back with a Move spell).

The ship's entrance is toward the rear of the ship, and you have to go through it from the south.

You've probably been to this mysterious gateway before. It can zip you around to different islands, but with the Time-Door Talisman, you can travel to the first dimension.

Stand on this island in the center of the first dimension and use the Horn. Its blast will carry you to the City of Illusion.

The seal on the monastery door will crumble away with holy water. The monastery is dark inside, and filled with extremely dangerous monsters.

In the Submerged Palace I turned off the laser barriers in the second floor, but where's the spacesuit? If I get it, where do I go next, and where is Veralis? — Justin Opitz, Texas

Once you turn off the barriers, go to the northwestern corner of the second floor. The spacesuit isn't in a chest — just search until you find it. Equally important, however, is the space compass, and to find that you'll need to go to the third floor. You won't find the compass until you access the Palace's computer — twice.

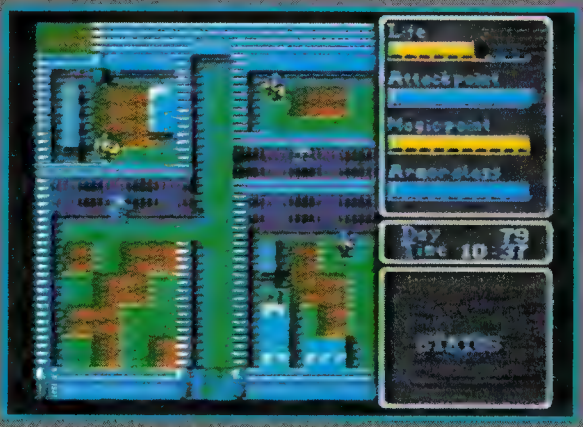
Once you have the spacesuit and compass, head for outer space through that giant crack in the ground. Use the compass and it'll point you in the direction of the spaceship. Then get ready for a *long* space walk. Check the compass every so often, just to be sure you're going the right way. It takes a long time to get there.

The spaceship only has one level, and there are only a couple of items you need to find — the Fairy-Made Helmet and the Horn. Also, be sure to access the ship's computer. Use the ship's teleporter (located on the north wall) to travel down to the Submerged Palace. This lets you get rid of the space suit (which is really lousy armor) and the compass (which is heavy) because you can now use the teleporter in the Submerged Palace to reach the ship.

The ship's computer gives directions to the Time Door Talisman, which allows you to use the Time Door. The Time Door will take you to the first dimension, where you'll find the City of Illusion. Buy a few vials of holy water in the store, and sleep in the hotel so you can return to the city with a Move spell. Now you'll have to go back to the City of the Woods because nobody in the City of Illusion will talk.

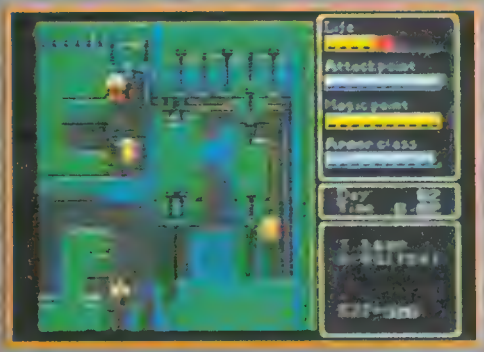
The holy water will break the seal on the monastery door (in the northwest section of the City of the Woods), and inside the monastery you'll find the Flaming Sword and Veralis. After defeating Veralis, go back to the weapon store in the City of the Woods, where you'll find the Fairy-Made Armor on sale. Now the people in the City of Illusion will talk you. By following their advice you'll find Kaizack's ship.

Veralis can only shoot at certain angles, so stand in his "blind spots" and blast him with the Fire Sword. He has an incredible amount of life energy — be patient.



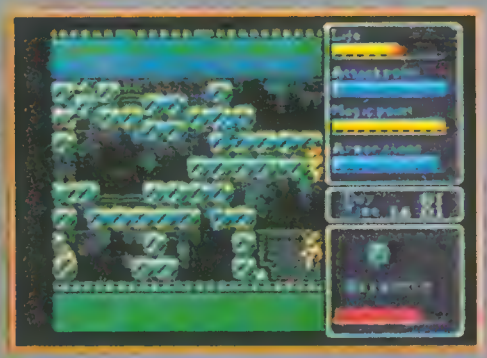
This prisoner in the City of Illusion will give you the Exit Talisman. Without it, the journey to Kaizack's ship is strictly one-way.

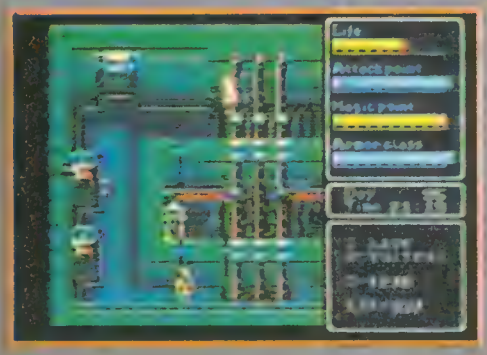
The Statue of Veralis works only at midnight, and then only when you're standing on this exact spot. It's the place where the rock looks as if it's been moved before.



You'll find the fairy shield in a chest on the first floor of Kaizack's ship. You'd better use the new shield soon, because Kaizack's attack robots will punch through anything less.

It's easy to fall off these walkways, and you won't survive the fall. Set the game speed a notch slower than what you normally use.





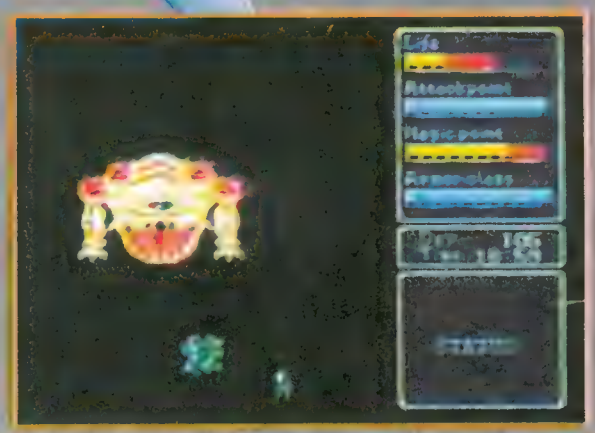
This alcove in the southwestern corner of level 4 contains the lock mechanism for the fairy's cell. If you go back to the fairy's cell on level 3, she'll be free.

I'm having trouble defeating Kaizack. I've destroyed four of his humps, but I can't seem to kill him. Please help!
— Byron-James Alcid, Ohio

Kaizack is tough, and faster than anything you've fought before. Slowing the game speed will just slow you down (but not Kaizack), so set the speed on "fast" or "fastest." Make sure you've got extra food and Life-Water (get it in the store in Heavenly City — this is very important). Shoot his "humps" (or shoulders or knees — it's hard to tell). This will immobilize him. Now just stay out of the way of his shots until 13:00 or 19:00, when your food ration will kick in and raise your life meter. Now jump in his mouth — that's right, *let him swallow you* — and keep firing. You'll immediately start to lose energy as Kaizack digests you, but if you can last about three seconds, he'll be destroyed from the inside out!

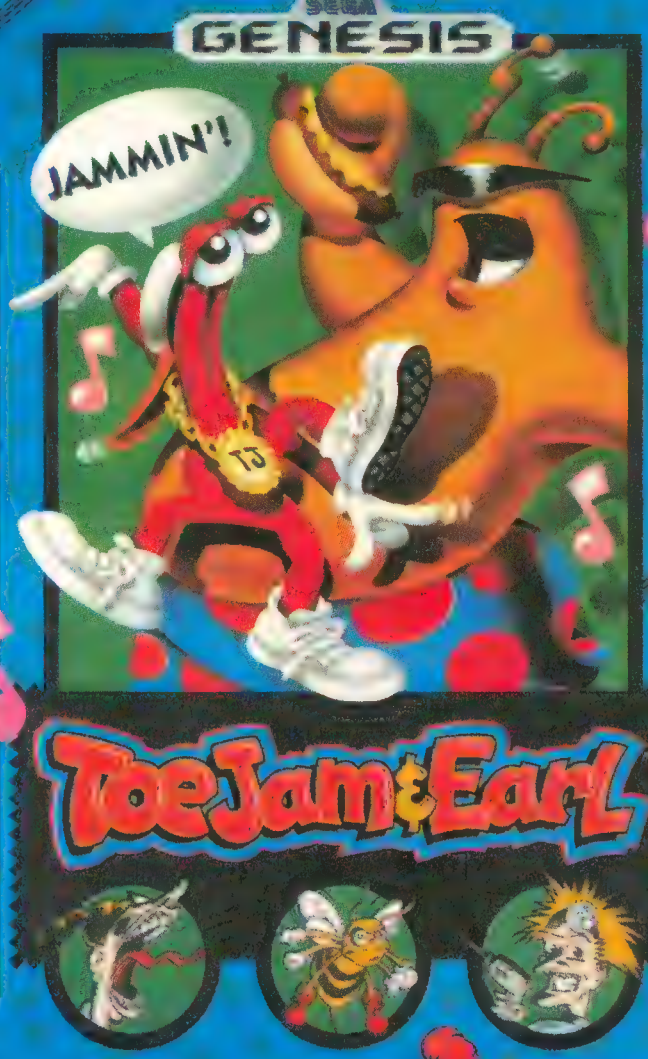
GP

Kaizack's humps can only be attacked from below, so stay at the bottom of the screen and shoot upwards. Use an invulnerability spell or fake medicine before entering to help even the odds.



Kaizak can only fire at certain angles, so once his humps are gone, pick a spot on the screen where his shots can't hit you and wait for the moment of truth.

STRATEGY FEATURE



Jeff Lundrigan

Two weird aliens, one weird planet. What's that spell? *Toe Jam and Earl*!

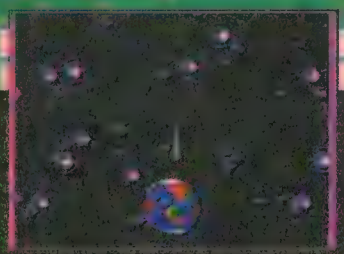
Blame it all on bad judgment. Toe Jam let Earl drive the ship *just once*, and now they're both trapped on the craziest planet they've ever encountered — Earth. Hostile earthlings are out to get them, and all they want to do is go home.

As action games go, *Toe Jam and Earl* is pretty laid back, but the graphics are sharp and the game has lots of personality. In fact, the best part of the game can't be shown in this magazine — *Toe Jam and Earl* is packed with off-the-wall digitized sound effects, from screaming attack chickens to the Hallelujah chorus.

Toe Jam and Earl is also a terrific two-player game. You can play with a friend, each of you roaming the planet wherever you please. The screen splits when you and your friend aren't in the same area so that each of you can follow your own character.

With its cartoon characters and hoppin' soundtrack, *Toe Jam and Earl* seems to be aimed primarily at hip young players, but it's zany enough to appeal to anyone.

Sega of America, 130 Shoreline Drive, Redwood City, CA 94065

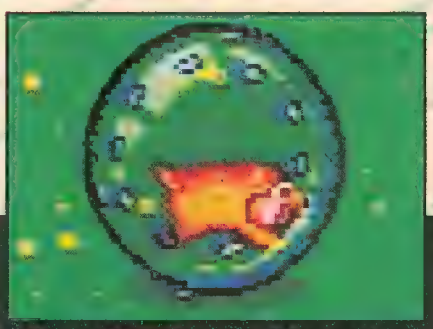


Toejam and Big Earl — Big *dumb* Earl. He crashed their spaceship on Earth and now the pieces are scattered everywhere.

The ship is broken into 10 different pieces strewn across 20 levels. When there's a piece on your level, you'll know it — don't worry, you can't miss it.

Watch Out For:

Little Devils — They're not fast, or hard to outsmart, but you find them everywhere. Watch out when there are lots of them in one place.

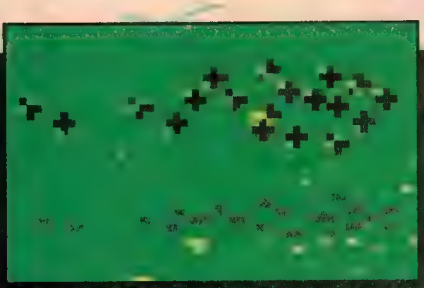


Giant Hamster — More than just a cuddly pet in an excercise ball, this is one major rodent. If he hits you, he'll flatten you like a pancake. You can outrun him, but his size makes it hard to get around him, especially in close quarters.

Hula Dancers — Get too close to these swiveling cuties and you'll feel compelled to take hula lessons. They're not dangerous by themselves, but something else can run you down while you're wiggling.

Cupid — Smitten by love's arrow, you lose all sense of direction. If you get shot, freeze. *Carefully* experiment to see which way you'll move, then get out of there. Hang around, and you'll get shot again.

Shopping Mom — Faster than 10 fast moms, and she hates aliens. She can be outrun, but just barely. Her real problem is that she can't turn very fast — outmaneuver her instead.



Bees — Swarms of bees don't do a lot of damage, but they can follow you anywhere. Eventually they just lose interest and leave you alone, so keep moving.

Mad Dentist— He's fast, angry, and he carries a drill. Stay away from him because he *will* catch you eventually. The good news is that once he strikes, he'll take a moment to gloat, letting you get away.

Rabid Mailbox — Approach all mailboxes with extreme caution — some are actually mutants in disguise, and they're too fast for you.

Thievin' Gophers — They don't cause any damage, but they can steal your presents by tunneling under you. They're also too fast to outrun — try jumping in water to get away if you don't have any hi-tops.

The Boogie Man — Nearly invisible until you're right on top of him, then he *scares* you to death! If you look close, you can make out his shadowy outline — keep away.

Battle Chickens — Now here's something you don't see every day — a flock of chickens armed with a tomato cannon. Run in a straight line and keep moving to avoid being hit.

Nerd Herd — For a bunch of slide rule jocks, they sure move fast. Your only hope is to stay clear and use your hi-tops if you get surprised.

Mower Man — He may look fat and ugly (actually, he *is* fat and ugly), but he can run just as fast as you can. Get on a road so you can move a little faster, or lose him on a narrow stretch.

Sharks — Lurking beneath the surface of the water, sharks don't really come after you — but sometimes there are lots of them.

Santa — Well, who did you *think* left all those presents lying around, the Easter Bunny?

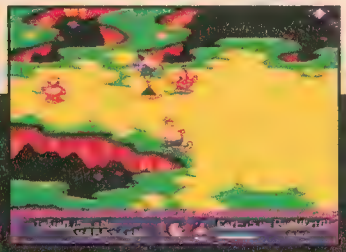
Bust A Move!

A good way to get away from the bad guys is to run along the many narrow, twisting paths. Most enemies hit the corner and stop, and larger enemies can't follow you at all.

Icarus wings and innertubes are good for crossing long stretches of water. They're also handy for making a getaway, since few enemies can fly or cross water. If you're wearing an innertube, get in the water as soon as possible — you look pretty silly standing on land with that thing on.

Super hi-tops make for a quick exit, but exploring a level is also a lot easier when you're running this fast. With the extra speed, you can jump over stretches of water or gaps in space, but watch where you land.

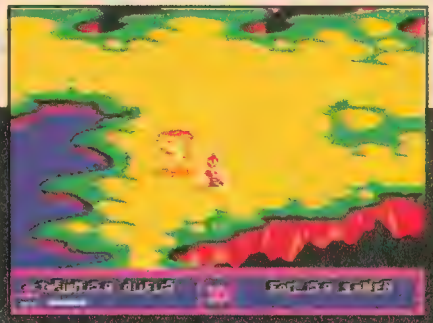
Rocket skates are even faster, but they're almost *too* fast. You've got to be pretty careful when you're wearing these, or you'll rocket right off the edge of the world.

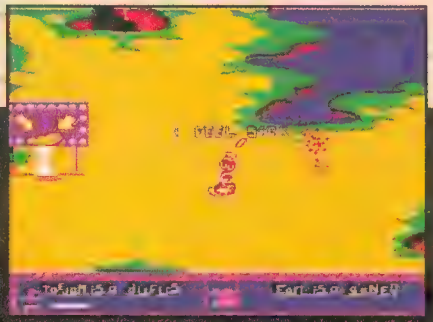


If you can't get away, try a diversion. Boom boxes stop enemies in their tracks and force them to dance. Decoys look just like you — well, enough like you to fool the earthlings.

You can always attack with tomatoes (or tomato slingshots, which have a longer range), but you can't throw and move at the same time. It's best to throw, run away, then turn and throw again.

Be wary of opening new presents. Although you can get lots of neat stuff, you can also get burned.

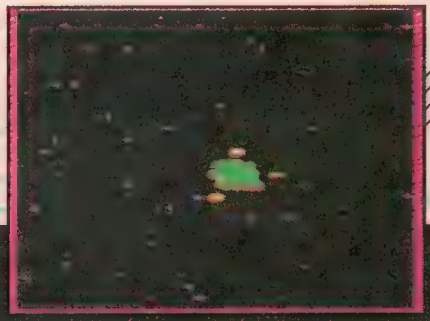




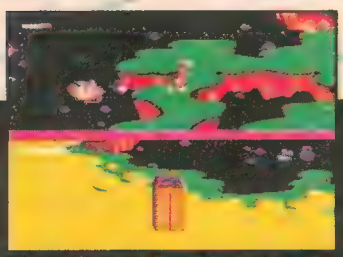
Enemies aren't all you have to worry about — tornadoes are even more annoying. They don't do any damage, but you can't control them, and they might drop you off over empty space.

If it doesn't look like you can get off a particular island, walk around it as close to the edge as you can. A lot of walkways and corridors appear only when you're nearby.

Falling off an edge isn't the worst thing that can happen, but it is a pain in the neck. Keep an eye out for Unfalls, which can put you back on the level you fell from.



At least once you *have* to fall. On the first level is a "secret" island in the lower left corner of the map. You'll need an innertube or wings to get there, then fall through to level 0. Have a drink (for an extra life), hang out, then fall again, and you wind up back at the level you started on.



The game is a lot more fun when two people play at once. You can stick together or, if you want to, split up. The game keeps track of what level each of you are on, and you can play simultaneously.

The High Five. Believe it or not, this actually has a purpose: when one of you is low on life, a high five will transfer a little energy to the one who needs it.

STRATEGY FEATURE

TURRICAN

Richard Lashley

Creating something from nothing — that's what the computerized MORGUL (Multiple ORGanism Unit Link) was designed to do. In the deepest void of space, the advanced fabricated intelligence in MORGUL carved out the five colonies of Alterra. Settlers were brought in to live in this new, synthetic environment. Although there were occasional problems for the Alterrian colonists, life was as good there as MORGUL's ecosystem programs could make it.

Unfortunately, however, that delicate balance of technology and nature came crashing down in seconds when an earthquake shook the colony. The computer malfunctioned and went haywire. Since MORGUL was programmed to be thorough and methodical, it wiped out the entire colony.

Turrican, a bioengineered mutant warrior, is the only weapon that can end MORGUL's rampage. As the hero in Ballistic's *Turrican*, you climb into polymer armor, grab your lasers, and go head-to-circuit boards with a psychopathic computer.

Warning — only expert game players should apply for this planet-reclaiming job. The five multilevel stages in this game prove almost impossible to clear, making your task frustrating even in the early stages. Luckily, there are plenty of power-ups for your guns, and for the explosive weapons that destroy your nearest enemies. However, the multiple shot gun power-up is your best weapon. It offers a wide field of fire, and you'll need all of that firepower. You're fighting an enemy who knows how you think. After all, the same programmers created both you *and* MORGUL.

Ballistic, 550 S. Winchester Blvd., San Jose, Ca 95128

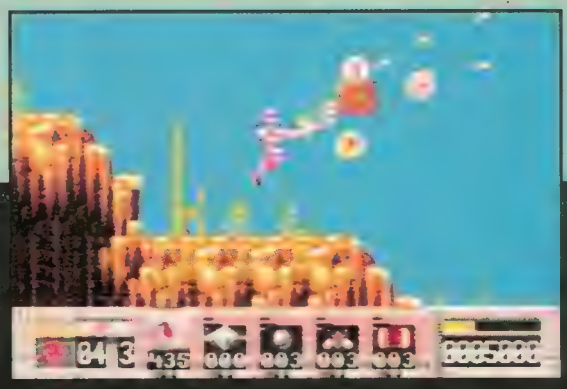
CHOOSE YOUR FIREARM

Here's the standard-issue laser rifle, a fairly limited weapon.

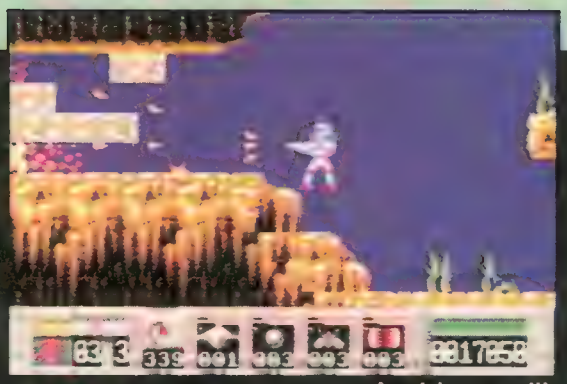
The quick-firing laser blast rifle is nothing much to write home about, either.

Now we're getting somewhere. This is the multiple shot rifle — Turrican's best weapon for close-quarters combat.

The Lightning Whip shoots out of your gun and packs quite a wallop. However, you must stand still to activate it, and you've got to collect a few whip power-ups before it's long enough to inflict major long-range damage.



To the far left of the entrance to stage 1-1, you'll find a one-up and a secret box loaded with power-ups.



After you dive off this cliff, you'll land at the entrance to a secret cave. Inside, you'll find power-ups which make your Lightning Whip longer and more powerful.

In stage 1-1, there's a hidden power-up box at the top of the first outpost tower. You'll have to fight these falling boulders to get the items, though.

You can climb up the ledges above you to reach a life-energy item. It fully restores your life bar, and you'll find a power-up box, too.

At the exit to stage 1-1, you must dance around this guy's rockets while trying to attack him. Transform into the invincible buzz saw (you can do this three times per life), and saw through your opponent.

The Gauntlet, who's the first boss, isn't difficult to beat. Spin into your buzz saw mode, and then shoot him with scattered rounds from the multiple-shot rifle.

At the entrance to stage 1-2, climb the first group of outpost towers. By spraying the dark skies with lasers, you illuminate power-up boxes that lead to a platform that's packed with one-ups.

From the platform of one-ups, you can jump onto this series of floating platforms. The platforms are a shortcut through this level.

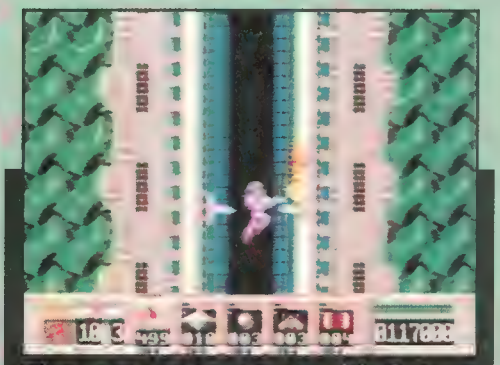
Power-ups with diamonds inside of them make you invincible for a short period of time.

Bullets smack into the beams around you as you approach Alterra in stage 1-3. Quickly climb up these narrow ledges to reach a one-up.

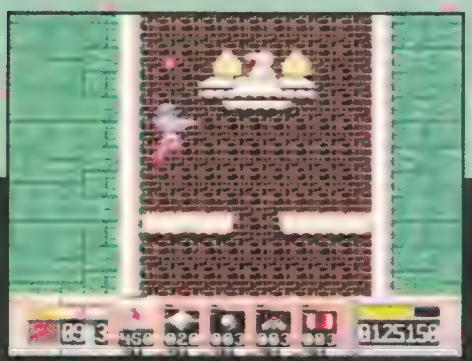
Dead Head can't hurt you after you transform into a buzz saw. The multiple-shot rifle and your spinning saw blades are a potent mixture.

There's a stream of one-ups dropping from the skies in the upper left corner of stage 1-3 — *don't miss them.*

In the bottom right corner of stage 1-3, shoot the suspicious-looking metal object jutting from the side of a mountain. Blast the object, and an elevator platform will appear behind you. Next stop — world 2-1.



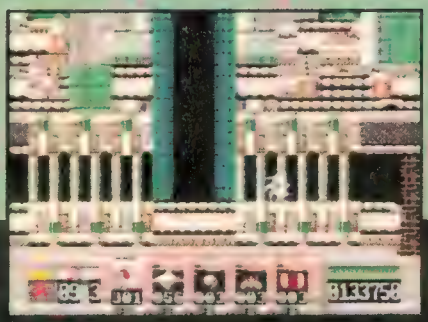
The entrance to world 2 is a straight drop into the Alterrian underground. Inside the tube, stay in the middle and shoot. There are missiles in here that come from both ends of the tube. If two hit you at the same time, they could crush you like an aluminum can.

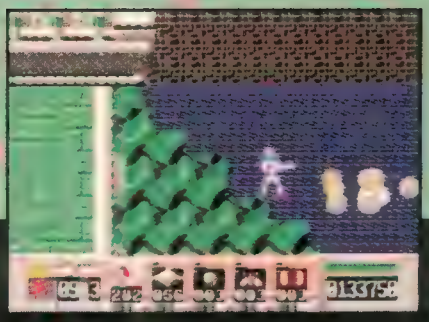


To the left of the entrance to stage 2-1, you'll find a tower which contains two one-ups.

Expect an ambush when you approach walls constructed with blue blocks. Loose blocks explode unpredictably from these walls, and the blocks can easily smash your armor. Behind the walls, however, you'll find a treasure of game-continue crystals.

Thrashing around in a feeding frenzy, the piranha in this abandoned fish farm gnaw on your armor with hundreds of razor-edged teeth.

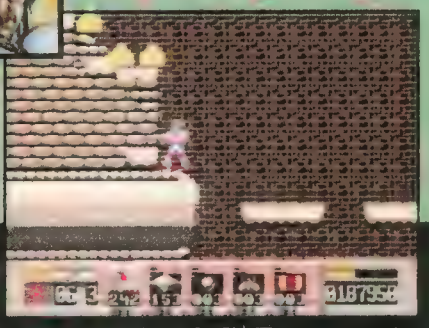




Getting through these bobbing pillars is easier if you buzz saw through them. On the other side, you'll find a gigantic power-up box sunken in this pond.

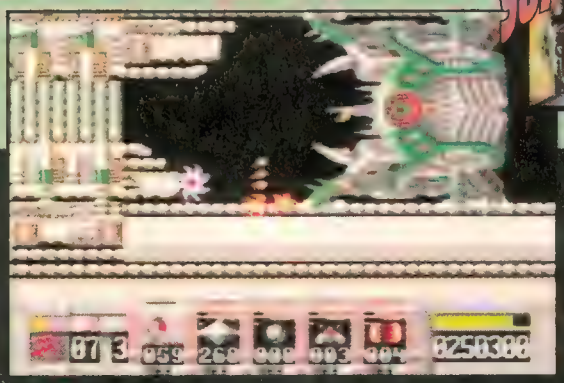
Ram into Mother Fish, the boss of stage 2-1, in your buzz saw mode. Then hit her with a couple of Power Lines, your best weapon for inflicting mass destruction.

SUPER TIP



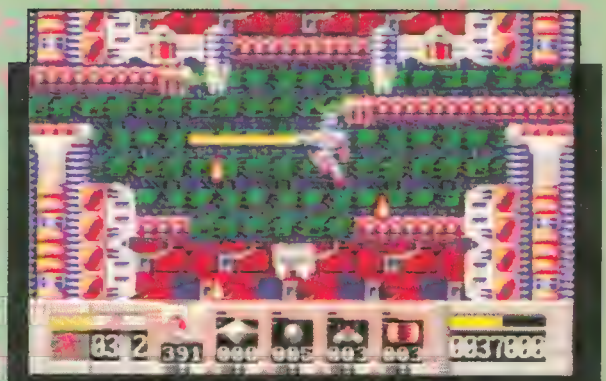
This elevator leads to six one-ups in stage 2-2. To get to it, shoot in the middle of the room to reveal a hidden power-up box. Use it as a step up to the elevator.

SUPER TIP

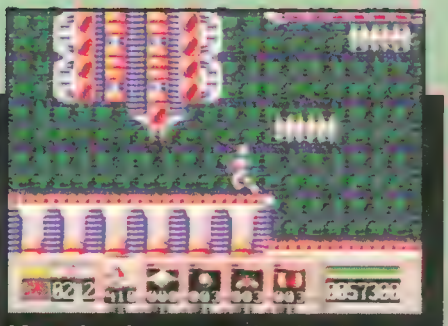


Transform into a buzz saw when Trash Master, the boss of stage 2-2, appears on the screen. Stay in this corner on the left and shoot.

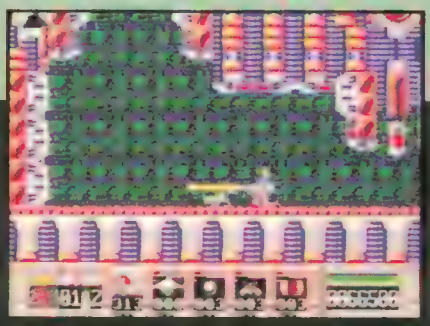
Lock and load your weapon, strap on your jet-pack, and get ready for a bumpy flight in world 3. The multiple shot is the best firearm for this section. If you have one, dodge this assortment of useless laser blast power-ups at the level's entrance.



Wait until the bits on these drills pass over you, and then punch through their shafts.



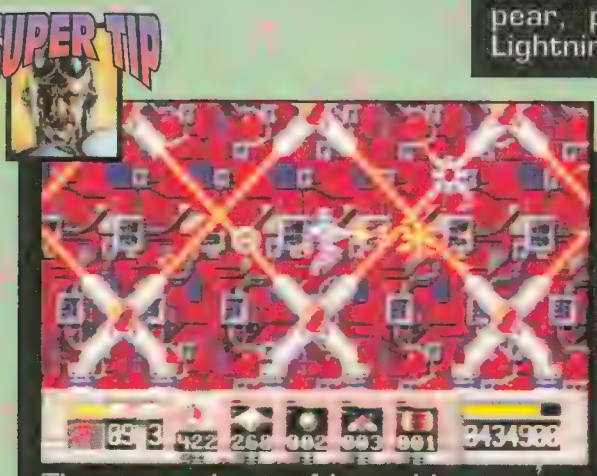
Knock these spiked objects off the ceiling before they drop on your head.



These acid-spitting spiders are some of the toughest enemies you'll face. You can't run from them. Face it, you gotta fight 'em. So, as soon as they appear, pop them with your Lightning Whip.

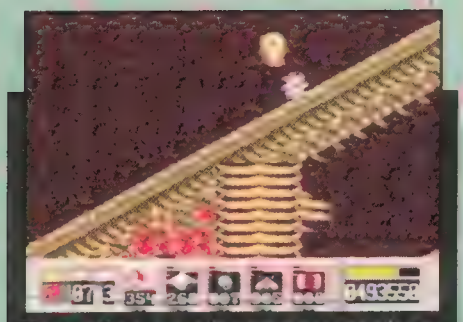
A star welcomes you to stage 3-3. Destroy this enemy immediately.

SUPER TIP

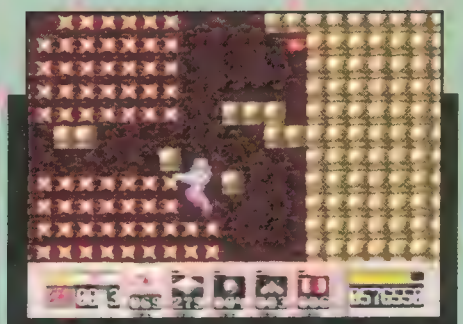


There are plenty of laser blast power ups in world 3. If you've got a multiple shot weapon, don't lose it by grabbing the laser-blast weapon.

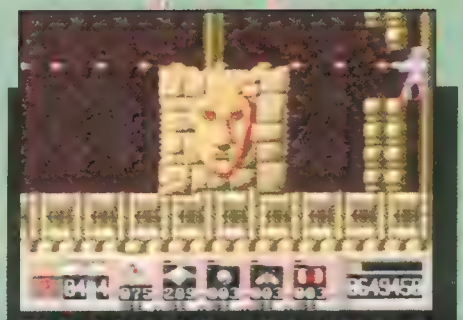
As soon as you enter stage 4-1, fire into the air to uncover a treasure chest of power-ups.



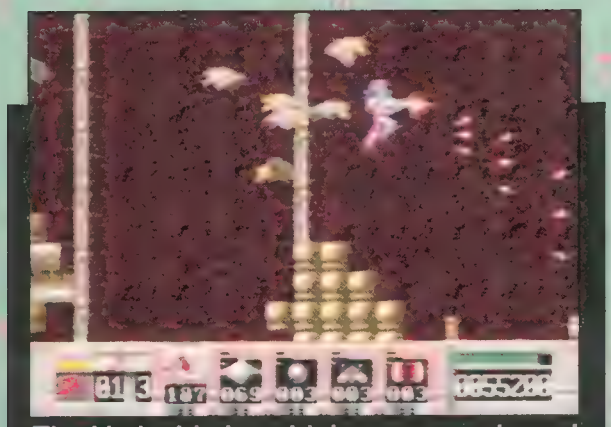
Traveling as a buzz saw makes navigating these slanted ledges easy. You simply slice through anything in your path.



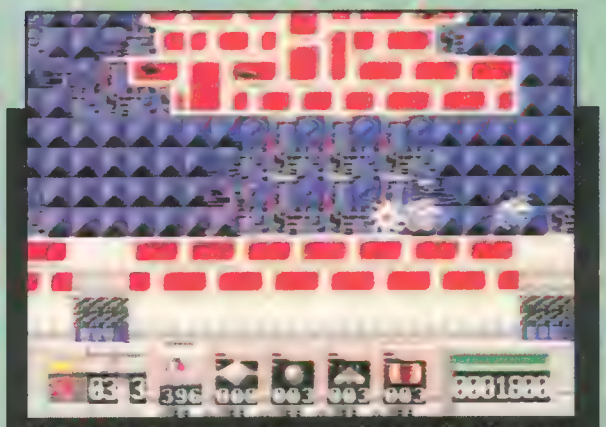
If you discover this cave of game-continue crystals, you're going the wrong way. However, you might as well grab a few crystals before leaving.



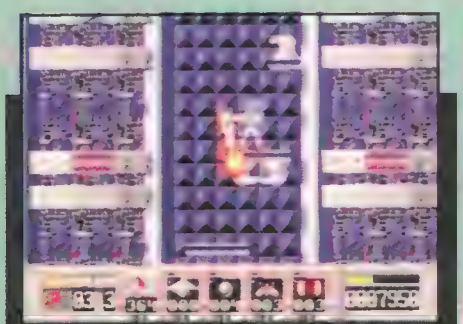
The Monolith, the boss of stage 4-1, deals out crushing blows. Even if you're a buzz saw, he can still zap your life energy. Quickly hit him with your Power Lines and your other explosive weapons.



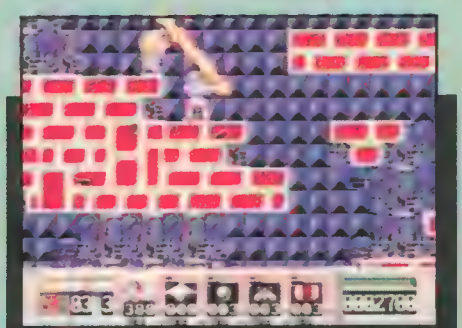
The Hydrabirds, which are a new breed of enemy, swoop down on you in stage 4-2.



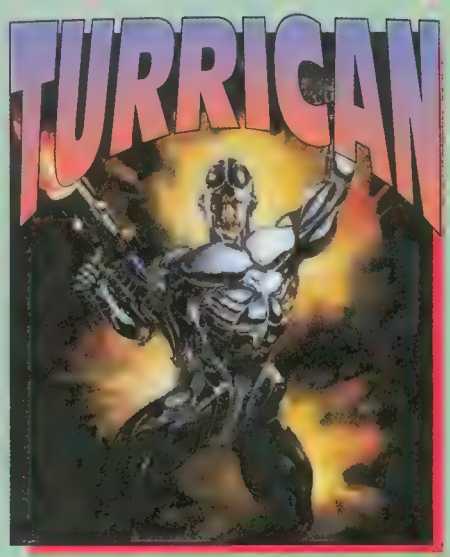
Your buzz saw tears through the enemies at the entrance to world 5.



In this tunnel, your Lightning Whip is handy for clearing out a path.

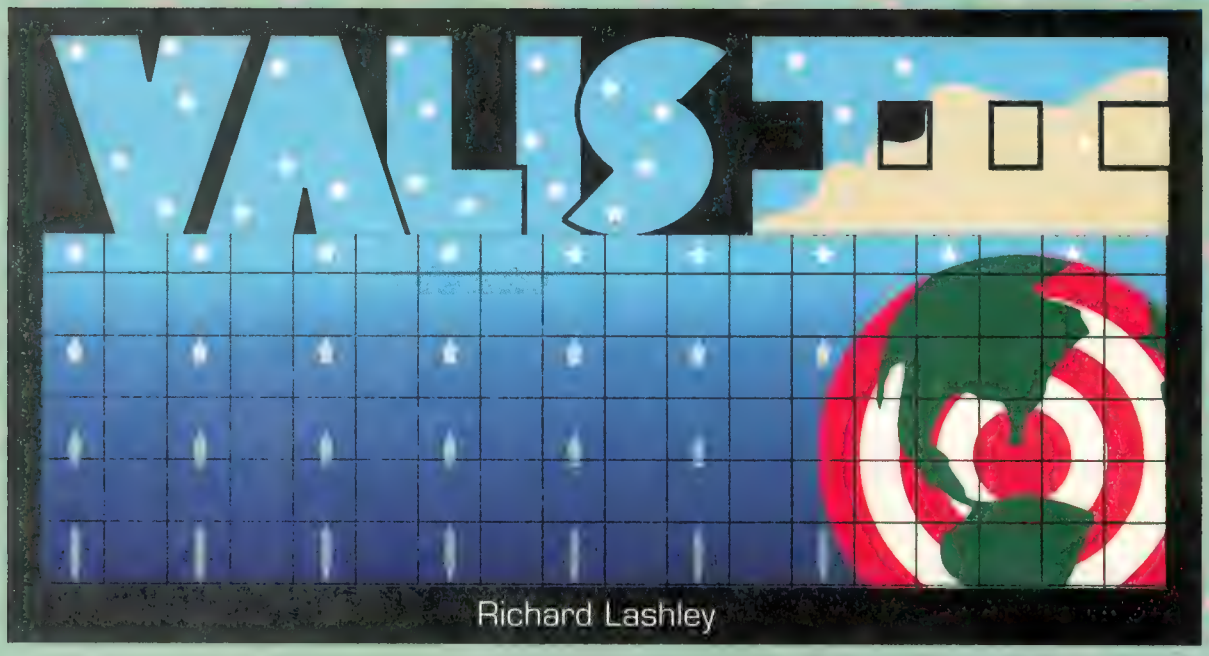


These metallic sentries shoot explosive hot dogs from their mouths, and are a common enemy in the final levels. Your Lightning Whip cuts through them with no problem.



GP

VALIS III



Richard Lashley

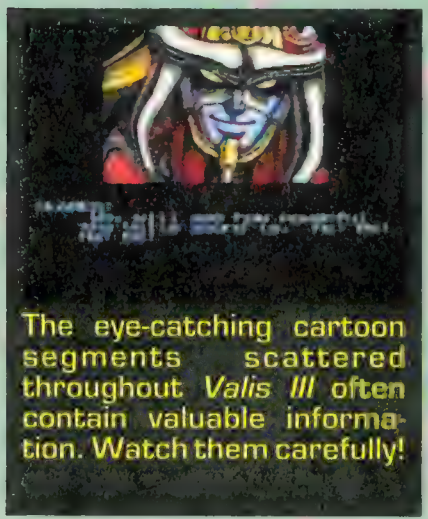
As Yuko Ahso falls asleep, visions of Dreamland wash over her mind. But tonight isn't like most nights. Dreamland's queen, Valia, appears to Yuko. The queen tells Yuko that Dreamland is under attack by Glames and his Dark World soldiers. Glames's conquest of Dreamland is almost complete — the Earth is *next*.

In Renovation's *Valis III*, you play Yuko, an ordinary girl suddenly called upon to be the Warrior of Valis. Along with a few companions, Yuko must save both Dreamland and the Earth from destruction. A long, difficult battle lies ahead.

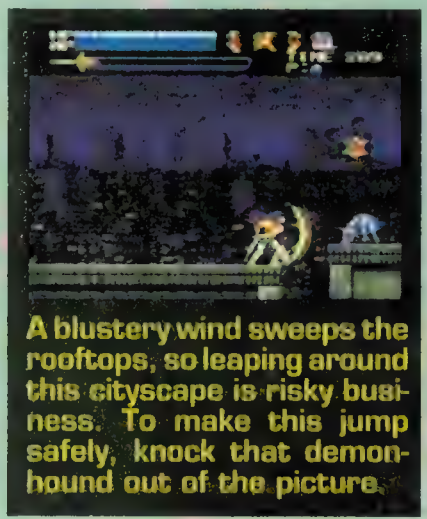
Yuko must use both her Valis sword and magic to battle Glames and his troops through three big stages of sorcery and bruising fights. Besides playing as Yuko, you can switch between two other characters, Cham or Valna, who have their own special arsenal. The Dark World soldiers are strong, so balance the odds by grabbing power-ups to energize your team's weapons and magic to incredible levels.

You must use the characters' abilities wisely to save Dreamland and Earth from certain doom. Remember, you're not just fighting for our world, but for a good night's rest, too.

Renovation Products, 987 University Avenue, Suite 10, Los Gatos, CA 95030

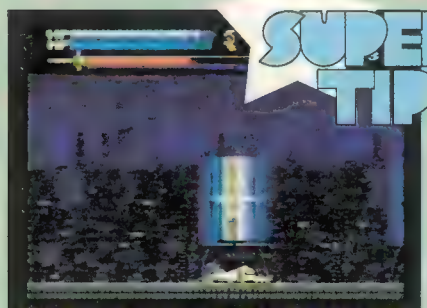


The eye-catching cartoon segments scattered throughout *Valis III* often contain valuable information. Watch them carefully!



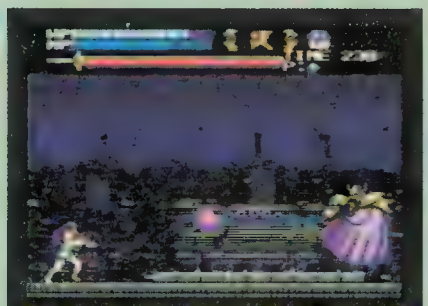
A blustery wind sweeps the rooftops, so leaping around this cityscape is risky business. To make this jump safely, knock that demon-hound out of the picture.

Dodge the hot flames this dragon spits at you, then hammer the beast with your sword.



SUPER TIP

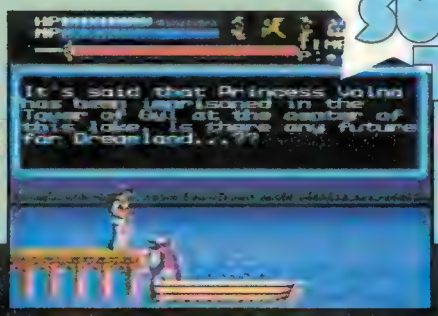
The only way past these water barrels is to slide underneath them. Later you'll find that the slide technique works great in fights, too.



The punishing blows of Yuko's sword are effective against Garther, the boss of stage 1. Dodge his swinging mace and fireballs, then attack his midsection and head.

In the rolling countryside of stage 2, it's important to grab all the weapon power-ups you can. Keep track of your weapons' power levels by the sword and magic gauges at the top of the screen.

Flying jaws of death constantly dive at you in these hills. You can dodge their attacks *and* make this jump by using your slide technique.

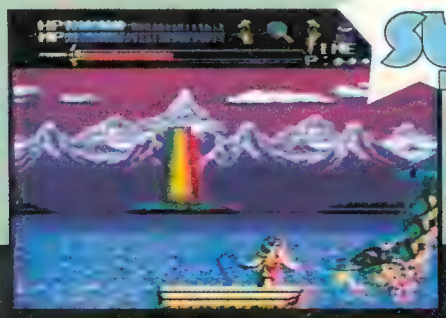

It's said that Princess Yoina has been imprisoned in the Tower of Out at the center of this lake. Is there any future for Dreamland...??

SUPER TIP

Be sure to use Cham on this strange boat ride because the long range of her whip will come in handy.

This heart-shaped power-up restores a small but crucial portion of your life energy.

You can collect many sword and magic power-ups on this lake, but you'll have to contend with these water demons. They spring out of the water and spout lethal orbs of energy at you.

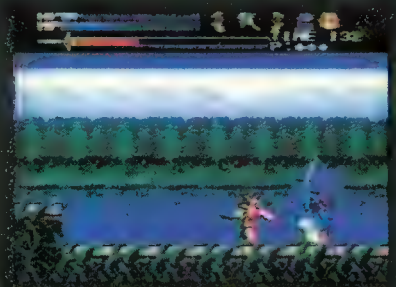


Suddenly, the glassy surface of the lake erupts — a deadly reptile surfaces beside your splintered boat. Use Cham's whip to trap the serpent in the right corner of the screen and kill him.

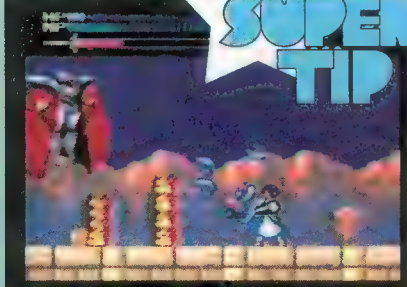
Cham's whip doesn't pack the punch of Yuko's sword, but it keeps this armor-plated guard at a safe distance.

Bugs, bugs, everywhere. Streams of parasite-crawlies pop out of these flower buds (above you) and drain your life energy if they crawl on you. Grab the energy power-up underneath this ledge and *move*.

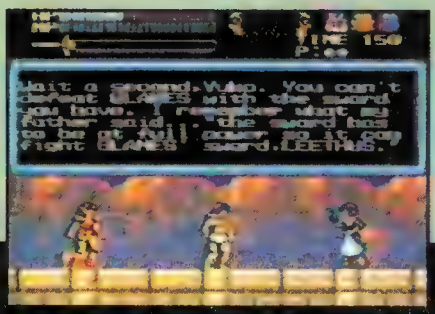
When you reach the top of the stage, ask this prisoner about Princess Valna's whereabouts. Valna is the third member of your team, and her magic is a potent asset.



Valna's crystal prison is difficult to crack open. Position yourself so your whip hits the transparent cell with maximum force.



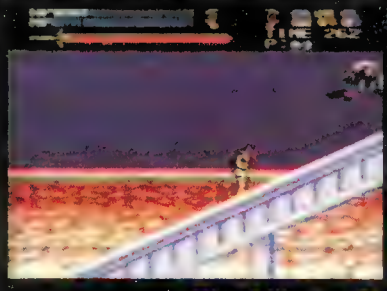
Only Princess Valna's magic can defeat Kolilanba, the boss of stage 2. Stay to the far right of the screen so you can dodge his lunging attacks and sweeping towers of fire. Use Valna's laser bolts to retaliate from a safe distance.

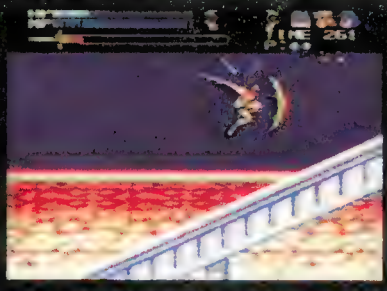


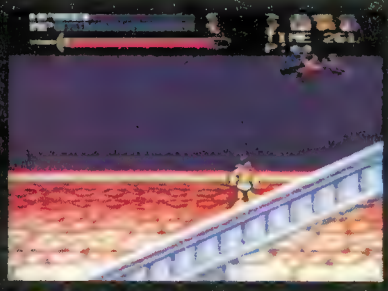
Finally, a moment of peace. Now that your group is all together, you can discuss some strategy.

SUPER TIP

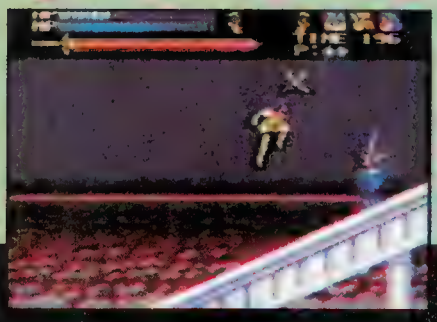
To open the door to stage 3, ring the Bell of Justice three times. It's not as easy as it sounds. Moving platforms make it difficult to remain in position, and it takes several solid hits to make the bell toll once.







The Nilvarn Road disappears into the clouds of mystical Sutherland, where the Valis sword reaches its maximum power. On this road, weird creatures such as this bug constantly attack you. Wait until it jumps, then leap up and swing Yuko's sword to exterminate the pest.



As you ascend into Sutherland, not everyone you encounter is an enemy. Some strangers are simply curious about what you're doing up here.

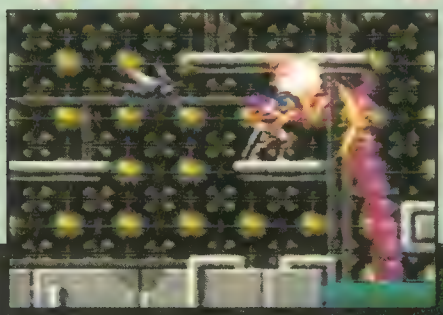
SUPER TIP

In this room, stand in the middle and prepare yourself for a long fight. Countless waves of gladiator-goons charge you from out of the darkness.

Here in the heavens, the mystic Nizetti releases the full power of Yuko's Valis sword. A glowing light swirls around the warrior princess, transforming her and the Valis sword into a dynamic fighting force.

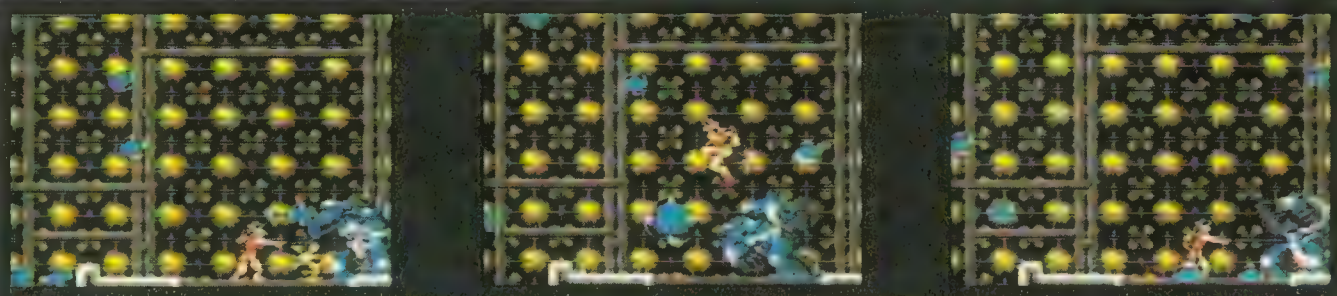
SUPER TIP

The metallic shells and electrical defenses of these hovering pests make them difficult to beat. Just jab them with Yuko's sword to freeze them for a split second, and run past them.

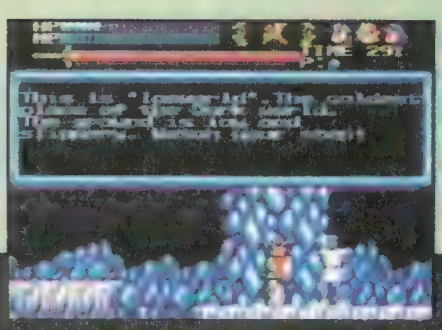


A dragon, straight out of Glames's twisted imagination, punches through the floor in front of you. It takes only a few hits to destroy the scaly creature.

You're surrounded by the haunting yowls of the stage boss, Zalude, echoing through these chambers. Grab some sword power-ups while you have the chance.



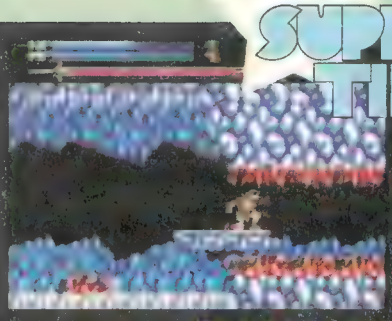
Zalude is a boss with many talents, including lightning-quick charges, a huge mace, and spiked balls that shoot out of the floor. But Cham's agility tames Zalude's wild charges, and she can pin him against the wall with her stinging whip.



Some helpful strangers in the Iceworld offer information about the slippery terrain ahead.

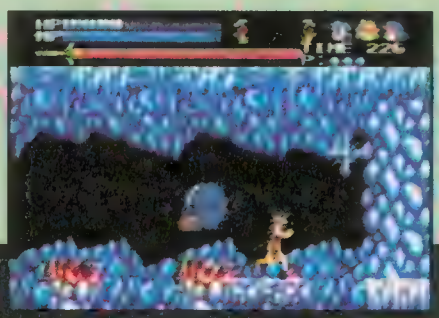
Made of solid ice, this guy packs quite a wallop if you don't get out of his way. Use your whip to shatter those iceblocks he drops on you.

SUPER TIP



Red-hot spikes of rock stab through some of the walls in these crystalline caverns. In this tight squeeze, crouch down on the front of this slippery platform, and then use your slide technique to reach the ledge.

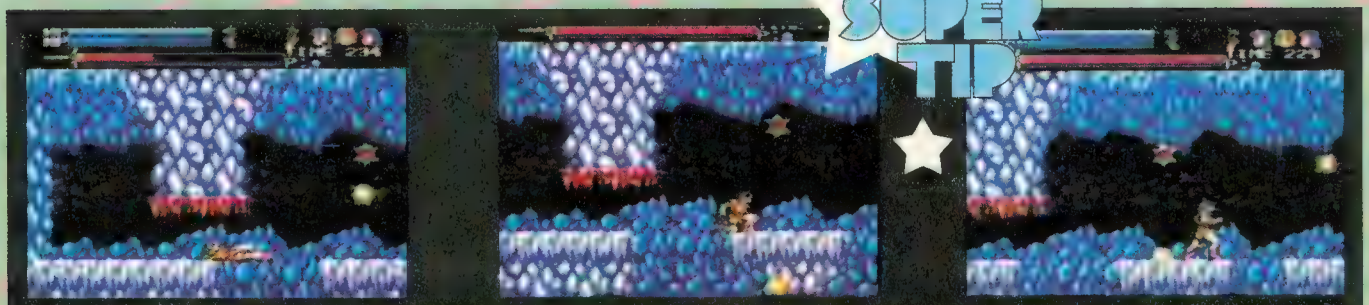
As the platforms move back and forth, you must jump over the sizzling spikes jutting from the icy floor. At the same time, helmet-like objects swoop down to knock you from your perch.



Late in the mission, this large heart-shaped power-up is a welcome sight. It fully restores your life-energy.

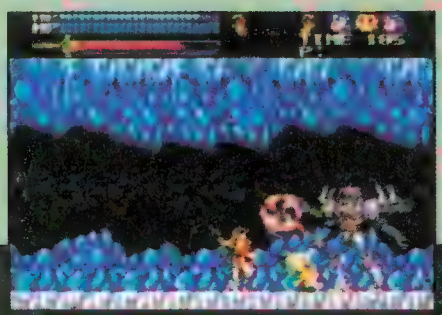
SUPER TIP

If you jump across these wide pits, you'll ram into those spikes hanging from the ceiling. Use your slide technique here.



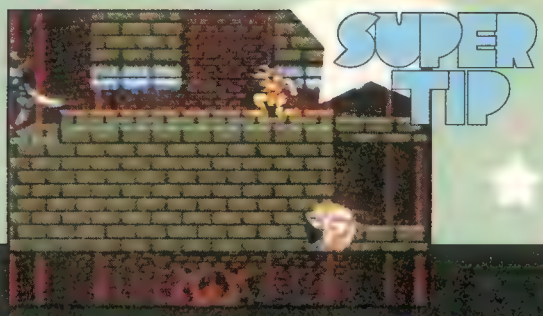
SUPER TIP

When you reach this area, slide to the edge of this moving platform and stop. Next, slide again when the ledge comes to a halt, and then run past the bobbing fireball.



Asura is the last boss you'll face until you meet Glames. Stand in front of Asura and flail him with Cham's whip. The blows of the whip shield you from Asura's attack, and convince him to step aside.

As you get closer to Glames, things begin looking stranger every step of the way. Here, slide quickly underneath these blocks. Like a guided missile, that fiery eyeball below you will hunt you down until you destroy it.



SUPER TIP

The troops are extremely difficult to defeat in Glames's last line of defense. To keep all of your characters healthy in these final battles, switch between your warriors so that no one takes all the punishment.

Outside of Glames's underground lair, stay alert for attacks from above *and* below. Goblins dive from the ceiling, while fire-serpents snap at you from the floor.

The thick, dank atmosphere in this room is filled with the sour smell of melting rock. Acid drips from the ceiling. Dodge this dangerous rain, grab the magic power-up, and *run*.

With thousands of years under his belt, Nizetti is wise and knows about many things — listen to what he says.

Earth's fate depends on this stellar showdown between good and evil. Only Yuko and her Sword of Valis stand between us and the master of evil — Glames, King of the Dark World.

Buyer's GUIDE

688 Attack Sub

If your interest in submarines extends beyond the simple tin fish shown in certain aim-and-fire videogames, you might want to check out *688 Attack Sub*. This is the real thing — a richly detailed submarine simulation that includes intricacies like boundary layers, temperature gradients, and sonar channels. You command either an American or Russian sub, and undertake missions ranging from simple maneuvers to preparations for nuclear warfare. If you're serious about subs, *688 Attack Sub* is the one.

Sega of America

Abrams Battle Tank

The M1A1 Abrams battle tank saw some serious action in Operation Desert Storm. Now you can take a test drive in this mean machine without enlisting, or even having a driver's license. *Abrams Battle Tank* shows you what you would see if you were down inside one of these monsters. Your job (as a rolling member of a NATO task force) is to help push back a Soviet invasion. There are eight different missions included in this scenario. You'll first have to master the dual controls to steer your tank and aim your gun turret. Once you do, you'll be ready to ride with the big boys.

Sega of America

Air Busters

Air Busters is a shooter from the word go. The six stages of flying, blasting action offers you everything but peace and quiet. You're piloting a fighter jet, and you're sworn to destroy every member of the opposition forces that you meet. Luckily, Weapon Transport Pods (W.T.P.'s) are scattered throughout the combat-filled skies, and these floating barrels hold useful power-ups. The boss enemies you face are elaborate creations that appear to be part alien and part machine.

Kaneko

Alien Storm

When the *Alien Storm* hit, it started raining invaders from outer space. Earth's in a jam, and it's up to three "Alien Busters" to rid our planet of these uninvited guests. You become one of the Busters and start patrolling eight missions of zapping, blasting action. There are also two-player modes that let you work with or against a friend. *Alien Storm* has plenty of creepy space critters that need your attention.

Sega of America

Altered Beast

You're probably already familiar with *Altered Beast* since Sega included a copy of the game with every Genesis system until just recently. For those who may have bought their machine used (or since Sega started packing *Sonic the Hedgehog* along with the Genesis), here's a quick rundown of *Altered Beast*. You're an ancient Roman wandering through classical ruins while bizarro creatures attack you. Your response to this is to change into different kinds of werewolves, were-tigers, were-dragons, etc., and rip your opponents to shreds. The scenes showing your transformation into powerful beasts are especially fun.

Sega of America

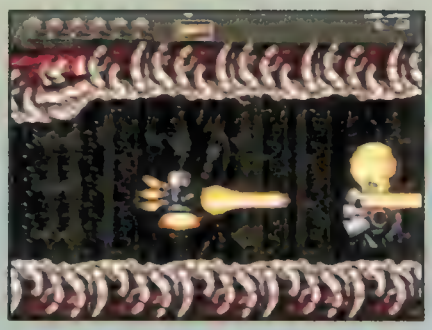
Arrow Flash

This outer space shooter asks you to save the Earth by repelling hordes of Viking terrorists commanded by a tyrant known as the Great Hilagi. You ride into battle in the space fighter ERX-75. The ERX-75, also called the Chameleon, can change from a jet fighter into a flying robot. This increases your effectiveness against an enemy force not content to dominate their own planet. They want Earth, too. The bottom line: If you don't stop them from taking over, no one else will.

Renovation

Atomic Robo-Kid

When a blast of radiation hits Terra 12, the human colonists have no idea what horrible mutations will be growing on the planet they've been settling. They soon find out. The settlers also discover that they can no longer repopulate Terra 12, so their scientists invent EVE, a biodroid that can use human heredity to create normal human offspring.



Now all they have to do is get to their new system — no easy task. Luckily, there's Atomic Robo-Kid, whom you guide to victory over the mutant menaces of Terra 12. High-tech machinery and radioactive life forms collide in this action- adventure.

Treco

Batman

Everyone knows who Batman is, especially the Clown Prince of Crime, the Joker. The Genesis *Batman* sticks to the hit movie's plot, with the Caped Crusader tracking the Joker from the Axis Chemical plant, through locations in Gotham City, to a final showdown at Gotham Cathedral. Remember, this isn't the movie, so there's no guarantee that Batman will triumph over the Joker. That's why the citizens of Gotham are counting on you to make sure the Joker doesn't get away with his evil plan to spray Gotham City with nerve gas.

Sunsoft

Buyer's GUIDE

Battle Squadron

Terrorist kidnapping has become a universal problem in *Battle Squadron*. Two of Earth's space commanders have been abducted by wicked Barraxian forces. While the Barraxians try to "persuade" their captives to release ultra-classified information about Earth's defensive systems, you hop in your Delta II Strike Cruiser and head out for hot aerial combat. *Battle Squadron* shows you the battle from above, while the terrain below you scrolls from top to bottom. The game's six missions can be enjoyed by one or two players.

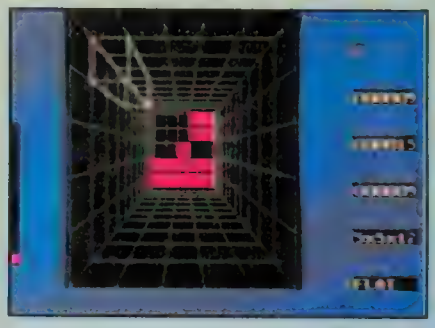
Electronic Arts

Bimini Run

Although *Bimini Run* first looks like one long boat race, you shouldn't be fooled by its appearance. It actually contains elements of several different types of games. There's a story and characters. (Our hero: rich adventurer Kenji Ohara. Our villain: evil Dr. Orca, whose crimes include kidnapping Kenji's sister and trying to take over the world by use of a mind-control method.) You also get arcade action, as well as some genuine boating simulation. The mysterious Bimini Zone holds many dangers, as you'll discover in this unique marine adventure.

Nuvision

Blockout



If you handled *Tetris* with no problem, perhaps you're ready for *Blockout*. This game takes the concept of *Tetris* and adds a third, mind-boggling dimension. You're looking down into a pit while variously-shaped blocks descend toward the bottom of the pit. As in *Tetris*, you must arrange the blocks to completely cover the floor. When that happens, that layer of blocks vanishes and you begin work on another layer. Of course, it's a bit trickier here, with the added dimension. *Blockout* offers you options for changing the game to suit your individual tastes.

Electronic Arts

Centurion

It's 275 B.C., and there is no Roman Empire. There's only Rome, and it's in desperate need of a leader. Your job is to command Rome's fledgling armies and amass power through conquests and public persuasion. *Centurion* features grand battles on both land and sea. To keep your subjects happy, you'll also be supplying them with entertainment in the form of chariot races and gladiatorial spectacles. You'll find that being the mighty Caesar is a full-time job, but the rewards are many.

Electronic Arts

D.J. Boy

Donald J. Boy is an ace Rollerfighter. This means that he can punch, kick, and skate like nobody's business. D.J. Boy's current Rollergame is held in Cigaretch City, a town controlled by a skating gang known as the Dark Knights. These prize-hungry creeps even stoop to kidnaping D.J. Boy's girlfriend, Maria. D.J. Boy must roll through five rounds of street-fighting mayhem before he can save his girlfriend and win the Rollergame to end all Rollergames.

Kaneko

Dick Tracy

Comic-book detectives don't come any sharper than Dick Tracy. For decades he's been figuring out crimes, and then busting the colorful lowlifes responsible for the wrongdoings. *Dick Tracy* follows the story of the 1990 hit movie right down to the letter. Dick's prey this time out: Big Boy Caprice and his sophisticated crime network. You don't do much actual detective work here — it's mostly scrolling action that requires quick reflexes and a fast trigger finger.

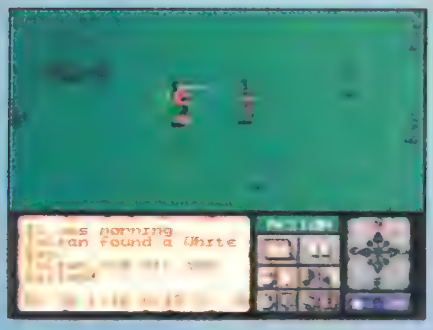
Sega of America

James "Buster" Douglas Knockout Boxing

OK, so Buster Douglas isn't heavyweight champ of the world anymore. There's no reason why that should keep you from enjoying *James "Buster" Douglas Knockout Boxing*. You can compete in a tournament against the computer or challenge a friend. In *Knockout Boxing*, the fighters are large and powerful and share the same moves, although they differ in how well they execute those moves. Buster's here, and it's time to box!

Sega of America

The Faery Tale Adventure



When the talisman of Tambry is spirited away by an evil Necromancer (along with the King's daughter), three brothers take up the task of finding and retrieving the missing villagers. This is the basic story behind *The Faery Tale Adventure*. As one of the heroic brothers, it's up to you to track down the missing people and the fiend who abducted them. There's plenty to explore and much to learn during your quest.

Electronic Arts

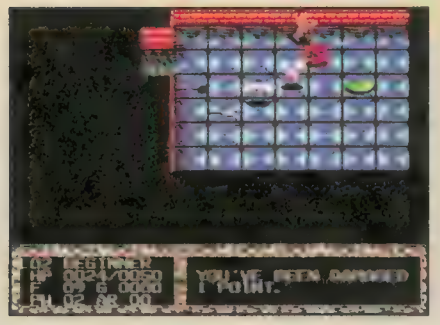
Buyer's GUIDE

Fantasia

The Disney film *Fantasia* has a secure reputation as one of the most dazzling and imaginative cartoons ever made. It combined breathtaking animation with a rich classical music score. Now there's *Fantasia*, for the Genesis. The game takes its plot from the movie's best known sequence, "The Sorcerer's Apprentice." You help Mickey Mouse search numerous dreamworlds and collect the Sorcerer's wind-scattered notes. Along the way you'll encounter flying horses, dancing broomsticks, and tutu-wearing hippos.

Sega of America

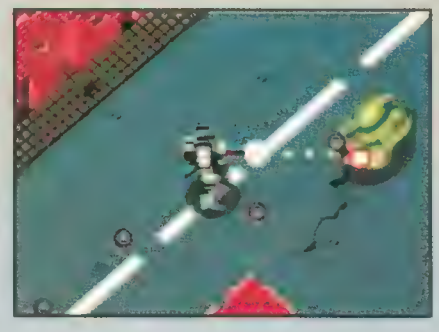
Fatal Labyrinth



Mazes and monsters go together like peanut butter and jelly, and they're combined again in *Fatal Labyrinth*. You journey to Dragonia and explore the 30-floor labyrinth there. Your goal is to locate the Holy Goblet that's been stolen from your people, and bring the prized treasure back home. First you move through corridors, searching for weapons you'll need later against the ghouls who live in the hundreds of chambers of the labyrinth. You won't be able to memorize the layout of the mazes, since they're randomly generated and are different each time you play.

Sega of America

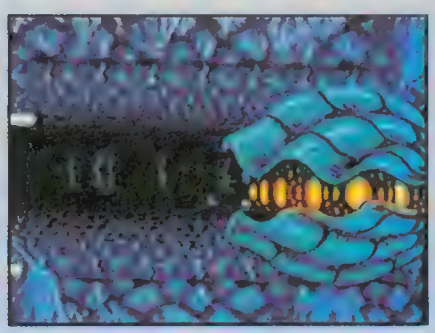
Final Zone



In the world of business, a power suit lets other executives know you're a force to be reckoned with. In *Final Zone*, you wear another kind of power suit, one that's even more intimidating. The K-19 Phantom New Age Power Suit is mechanized and armor plated. You'll need every ounce of its metallic protection as you wage war against enemies of the El Shirian foreign legion, of which you are a proud member. You patrol areas, steal enemy weapons when you can (sorry, weapons aren't standard equipment on your NAPS), and get nasty with anyone ready for a high-tech rumble.

Renovation

Gaiares



In the outer space shooter, *Gaiares* (pronounced guy-are-us), you either defeat intergalactic terrorists or sit back and watch as your planet dies in a supernova explosion. Obviously, things are going to get a lot better or a whole lot worse. You take to the skies, lasers blazing. By skillfully using your TOZ pod to approach enemies and steal their weapons, you can create an even stronger line of defense against the Gulfer terrorists.

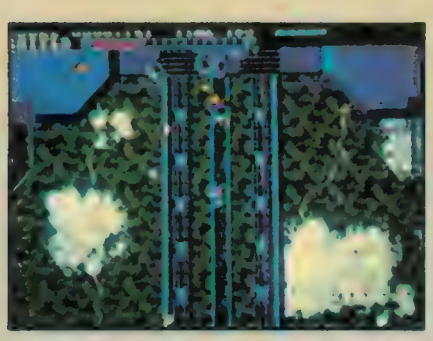
Renovation

Gain Ground

When a computerized war simulator stops taking orders and starts taking prisoners, it's time for action. This is the case in *Gain Ground*. Your mission is to rescue the people who designed the Gain Ground simulator and are now being held captive by the robotic warriors programmed into the violent simulator. The greedy computer also gobbled up the rescue teams who went in after the designers. There are 50 different screen configurations in *Gain Ground*, and the enemies sport a variety of weapons, so getting all of the designers out will be a difficult trick.

Renovation

Granada



The star of this game is the Granada Hypertek Cannon Tank — but you can call it the Granada HCT for short. There are four stages of tread-and-shred fun here, leading you everywhere from city streets to an aerial battle with a huge flying battleship. For your convenience, a radar display has been added to the playing screen so you can always keep track of your enemies' positions, even when they're hidden from view on your big screen.

Renovation

Hardball

Hardball is about baseball, plain and simple. It's based on the popular 1985 PC game of the same name. The game isn't licensed by Major League Baseball, nor is it endorsed by any professional players. Nonetheless, any city that has a major league team is represented here (minus its trademark team). There's a lot of variety among the team rosters, and the ballpark is laid out more realistically than in some other baseball games. Sharp graphics and sound effects help make *Hardball* a solid hit.

Ballistic

Hard Drivin'

Now here's something different — a driving game with as much of its focus on *how* you get there as *when* you get there. This is a driving simulation, where only some of the game's activities are based on winning races. True to its title, *Hard Drivin'* gives you a chance to let off some steam by performing stunts a sane person would never consider attempting. The clearest example of this is a massive loop-the-loop that can only be negotiated with careful handling and a lot of speed. Obviously, wrecking is a big part of the fun here, and the game's instant replay feature lets you glory in your crashes again and again.

Tengen

Buyer's GUIDE

Junction

The object of *Junction* is to keep a small ball rolling. Sounds easy, huh? Well, you've also got to make the ball roll across a number of checkpoints. No problem. Did we forget to mention that you must use an assortment of differently grooved blocks to build a pathway for the ball? You may still think this game is easy, especially since you've got plenty of time to do all this. Sorry, you don't have plenty of time — there's a time limit. *Junction* contains 50 puzzles in all, so there's plenty to keep you occupied in this puzzle game.

Bignet

King's Bounty

"Bounty" refers to treasure, and it's only fitting that the word is part of this RPG's title. In this game you need an economic plan as much as a battle plan. You start out by using your limited funds to finance a basic army. Then you defeat some opponents and claim their bounty. In time, you add a few more soldiers here and there, then fight more battles. The goal is to improve your forces by winning loot that you reinvest back in your troops. The stronger your army, the greater your chances for helping good King Maximus.

Electronic Arts

Midnight Resistance

Ah, the life of a mercenary. That's what you are in *Midnight Resistance*, and for years you've been plying your trade against vicious South American drug lords. Now you have extra incentive to shut down these vipers — they've kidnapped your entire family. Basically, this is run-and-gun action in which you blaze your way into the enemy stronghold, blowing away every single obstacle in your path. Enemies leave keys that you can trade in for souped-up weaponry, turning you into the consummate Rambo type. Lock and load.

Sega of America

Might & Magic

Role-playing games get a first-person perspective in *Might & Magic*. As you defend the good folks of Cron and explore neighboring towns, you'll see everything as if you were walking up to it normally. In *Might & Magic* you assemble a band of adventurers, and lead them against all comers. Be forewarned: This game is quite involved: the cartridge (which boasts over 100 hours of adventure time) comes with its own 171-page hint book.

Electronic Arts

Joe Montana Football

The 16 teams in *Joe Montana Football* are modeled after real NFL franchises. Joe even steps into the game himself, although only to suggest plays. There are six basic formations apiece for both offense and defense. Three different options allow you to play a normal game, run a two-minute drill, or enter the playoffs. If you really want to gain a competitive edge, study the scouting reports that compile all sorts of helpful info.

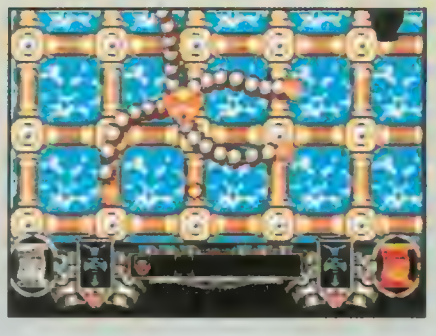
Sega of America

M.U.S.H.A.

M.U.S.H.A. stands for Metallic Uni-Frame Super Hybrid Armor, and it refers to the flying, weapon-carrying suit of steel you wear in this hyperactive shooter. Accessorize your suit by collecting power-ups that boost your firepower or defensive systems. You fly over land and oceans, through huge factory/fortresses, and over underground rivers of lava. Everybody and everything around is gunning for you, so make sure your reflexes are hair-trigger sharp when you sit down to play *M.U.S.H.A.*.

Seismic

Onslaught



Onslaught combines elements of action games and strategy adventures. The object here is not to save your country from attack — it's too late for that. Your job is to win your country back from the evil hordes who seized control in the first place. You plot your strategy on a map screen that's divided into small squares, with each block representing a chunk of territory. The action scenes contain traditional jumping and slashing moves.

Ballistic

PGA Tour Golf

PGA Tour Golf is based on the computer game of the same name, and it matches the computer simulation nearly stroke for stroke. There are four golf courses here to test your mettle (three of them are real courses, one is a product of the designers' imaginations), and each tournament is shown as it would be in televised golf coverage. That is, an announcer updates the tournament standings, instant replay is used to chronicle recent shots, and famous golfers offer advice on particular holes. The game also features a 3-D putting grid to show you how the green lies.

Electronic Arts

Buyer's GUIDE

Phantasy Star III

The incredibly popular Phantasy Star series contains what are arguably the most complex RPGs ever produced. *Phantasy Star III* is so exhaustingly large that you're unable to finish the game using the same character you began with. That character's life span just isn't long enough. In fact, you'll run through three full generations of characters before completing this epic, which takes place on seven planets and concerns a royal family during wartime. This is the second Phantasy Star game for the Genesis system.

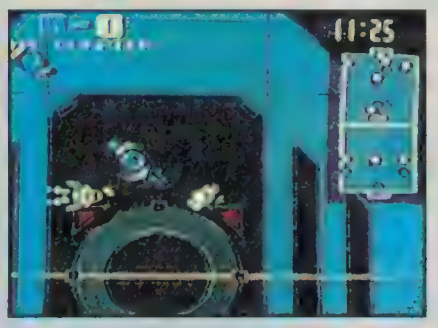
Sega of America

James Pond: Underwater Agent

The world's most famous secret agent gets dunked in this send-up of James Bond adventures. Our hero is a fish, and little James has to prove himself in 12 missions. The archenemy in *James Pond: Underwater Agent* is the dangerous Dr. Maybe (as opposed to Bond's first screen villain — Dr. No), who's determined to wreck the ecological balance by ruining the oceans with oil spills and radioactive waste. The cute and bouncy characters make this one a natural for the younger set.

Electronic Arts

Powerball



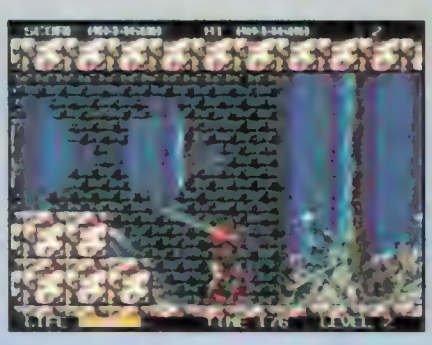
If you've ever felt that major sports like football, soccer, and hockey were too tame, here's a game that takes the most aggressive aspects of each sport and mixes them into one ultra-powerful concoction. *Powerball* is set up on a standard playing field and the object is still to get the ball in your opponent's goal, but *Powerball* doesn't mess around with a lot of penalties and hand-holding. If you feel the need, go ahead and crunch your opponent or stab him with the razor-sharp point of your helmet. Just be glad you're playing the videogame and not the sport.

Namco

Rastan Saga II

Once is never enough for famous barbarian warriors, and Rastan is no exception. He's called back into action in *Rastan Saga II* to thwart a ruthless gang of supernatural crooks. These rascals have stolen the Stone of the Wise from the people of Rastania. To say the very least, it's a powerful rock — whoever carries it to the top of the Skyscraper Temple will control the world. Only you, as the muscle-laden swordsman Rastan, can return the Stone of the Wise to the good people of Rastania.

Taito



Shadow Dancer

Shinobi is one busy ninja. He's punched and kicked his way through a handful of martial-arts adventures in only a couple of years. His second Sega Genesis outing, *Shadow Dancer*, pits the skilled warrior against a renegade band of terrorists calling themselves the Union Lizard. These troublemakers have perpetrated a number of heinous crimes, including kidnapping schoolchildren. They went too far then, but went even farther by snuffing the life out of one of Shinobi's friends. Now there's a price to be paid. Shinobi shows up in New York City to make sure that the Lizard pays in full for its crimes.

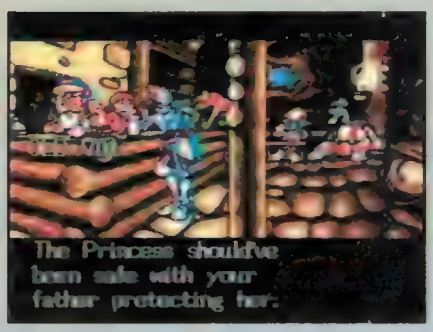
Sega of America

Shadow Blasters

Shadow Blasters takes you back to a time when mortal men sought counsel and protection from the ancient gods. When the proud and vain humans turn their backs on the gods, they are left alone and vulnerable to attacks by Ashura, King of the Evil World. To combat Ashura's wave of terror, the god Hyprion instills superhuman powers into four martial-arts experts. You choose and lead one of these fighters through a battlescape both ancient and futuristic.

Sage's Creation

Shining in the Darkness



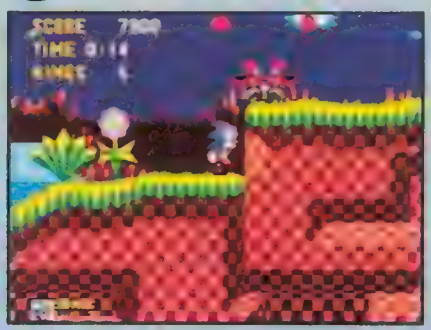
Everyone in Thornwood is frantic with worry about Princess Jessa, who has disappeared. Some think she's lost in the Labyrinth, the huge and horrible maze that's home to a terrible assortment of creatures. Since you're an expert swordsman (like your father before you), you're not completely unprepared for the fighting you'll do inside the Labyrinth. Nor are you alone — you'll meet up with two young adventurers who can help you in this fantasy role-playing adventure.

Sega of America

Sonic the Hedgehog

He's a speedy little guy — you've certainly got to give him that. Sonic zips through his dazzling and colorful world retrieving items and rescuing friends, all in record time. Since he's currently being included with the Genesis system, Sonic has all the makings of becoming Sega's most visible (not to mention quickest) character. If you haven't been introduced before, step up and meet Sonic, the Mario of Sega Genesis.

Sega of America

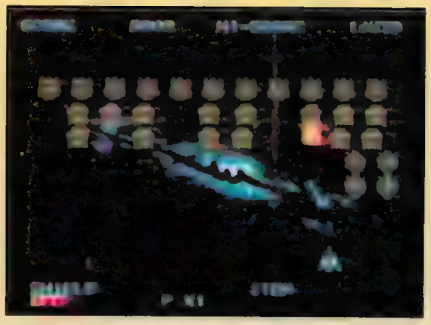


Buyer's GUIDE

Space Invaders 91

Space Invaders 91 has a rich lineage, having been based upon one of the early classics of videogames, *Space Invaders*. The old arcade hit has been spruced up for current gamers. The concept's the same: Columns and rows of space aliens are descending toward earth. You're in charge of blasting them right out of the atmosphere. New weapons have been added to grab and hold your interest. Remember, though, there are always more of them. The best that you can achieve in *Space Invaders 91* is a colossal score. Then again, shouldn't that be enough?

Taito



Speedball 2

Speedball should be the sport of choice for anyone who really enjoys playing a brutal, no-holds-barred game but doesn't have much time to spare. A Speedball match will only take three minutes out of your day, which makes it perfect for people on the go. This armor-plated version of handball is amazingly quick, especially considering the fact that the ball is cast out of solid steel. Keep in mind, however, that since this is the game of the future, you can only play it here in *Speedball 2*.

Arena

Spider-Man vs. The Kingpin

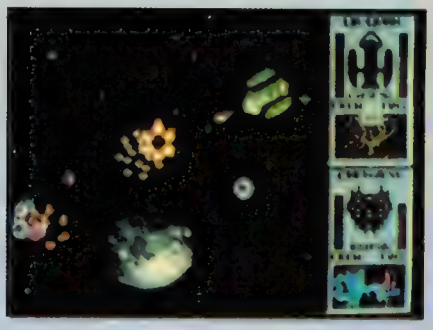
Spider-Man's been in the crime-fighting game for thirty years now, and he's getting ready for his biggest challenge yet. The Kingpin's coming to town, with six vicious helpers in tow. *Spider-Man vs. The Kingpin* pits you (as Spidey) against all of them, including the Lizard and the ever-dangerous Dr. Octopus. You'll wish you had eight arms and legs with all the punching and kicking you'll be doing.

Sega of America

Star Control

In *Star Control*, you learn that not only is there other intelligent life in the universe, but there are also wars being fought by the universe's other inhabitants. Earth gets dragged into an intergalactic war of many planets. The conflicts are a wild mix of arcade action and strategy, fought by 14 different warships. Each vessel has a distinct set of weapons and characteristics. Never have so many come from so far to do so much damage.

Ballistic



Stormlord

Stormlord's job is simple to understand, but tricky to carry out. He's been ordered to travel to the Valley of Inoreppep Azzip (try those last two words backwards) to rescue what appears to be a convention of princesses. All of these damsels have been captured by an evil presence that has trapped each fair maiden inside a bubble. Stormlord's got to find and pop those bubbles, ward off attacks from various enemies, and save the princesses. Oh yeah, and he's got to accomplish all this within a set time limit.

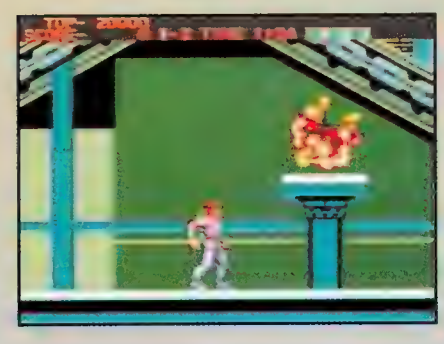
RazorSoft

Street Smart

Here's a game that doesn't fool around. *Street Smart* forgoes any sort of story and gets right to the action. A more accurate title might have been *Street Fight*, because that's exactly what this is. There are no weapons allowed in this nine-round tournament — unless you count your fists and feet. You can play it in one of two ways, as a pro wrestler or a martial- arts expert. Either way, if you're itching for a fight, here's where you can find one.

Treco

Strider



Where would videogames be if there were no diabolical madmen trying to take over the Earth? In *Strider*, the Grand Master Meio (a conqueror, not a rap star) and his band of alien cutthroats have seized power. Meanwhile, a secret army of martial-arts experts (the Striders) have been honing their incredible skills. Hiryu, one of the gut-toughest Striders, has been chosen to infiltrate Meio territory. Whether he succeeds in saving the world depends entirely on you, the force controlling Strider.

Sega of America

Super Volleyball

International volleyball competition comes to the Genesis in *Super Volleyball*. Teams from Japan, Italy, the U.S.S.R., and the U.S. (and four other countries, too) meet in one indoor facility to see who can turn volleys into winning points. The World League pits all of these teams against each other in a seven-game tournament to decide world volleyball rankings. If you prefer a less ambitious challenge, try a practice game against the computer or get a friend to field an opposing team in the two-player mode.

Video System

Buyer's GUIDE

Sword of Sodan

King Pallas's two children were entrusted to the great warrior Sodan, who was best able to protect them from the wrath of the sorcerer Zoras. Later, when Sodan lay on his deathbed, he called the fully grown children to his side and presented them with a sword and a challenge. Their task is nothing less than hunting down and destroying Zoras, who had ended the King's life. Now it's time for swords and sorcery, as you travel through the Northern Lands toward your final confrontation at Castle Cragganmore.

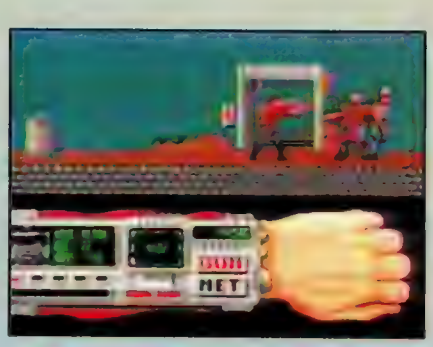
Electronic Arts

Sword of Vermilion

Sword of Vermilion mixes role-playing adventure with arcade-style action. Your quest centers on finding and winning 16 Rings of Power located throughout the villages of Excalabria, your homeland. Once you've consolidated your power, you can battle Tsarkon, the wizard who has taken over Excalabria for his own wicked purposes. The fighting sequences differ from those in many RPGs, where the action is limited to taking turns selecting various fighting options and then waiting for the results to occur. *Sword of Vermilion* lets you battle it out like you would in an action game.

Sega of America

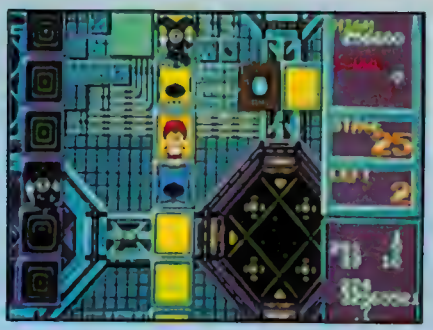
TechnoCop



TechnoCop cuts to the chase, and stays there. There's no real detective work involved in this crook-hunt, just plenty of action. The game's divided between two standard law enforcement activities — driving down dangerous highways in hot pursuit, and tracking crooks by foot through run-down buildings in decaying crime districts. *TechnoCop*'s abundant and realistic violence might disturb more squeamish players, although it's certainly no worse than the majority of crime films or television shows.

RazorSoft

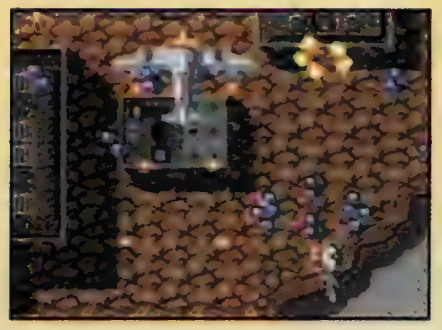
Trampoline Terror!



Instead of blasting it with lasers and exploding weapons, the Balos empire tried a new way to win control of the planet Ahas. They erected huge sun-blocking grids all over the planet, in hopes of slowly killing off life on Ahas. Funny thing about these grids, though — they're elastic. Ahas, therefore, sends its best gymnast (Trampoline Terror!) on a life-or-death mission. T.T. has to bounce on the grids and trip the special switches that will cause them to self-destruct.

DreamWorks

Twin Cobra



Piloting a helicopter is a tricky business, even in peaceful skies. In *Twin Cobra*, however, you're flying through a warzone, and that complicates matters enormously. Your mission's pretty simple, even though accomplishing it may not be. You've got to destroy everything beneath you that poses even the most remote threat. In addition, you've got to wipe the sky clean of anyone lining you up in their gunsights. This action-packed shooter shows you the terrain from an aerial perspective.

Treco

Valis III

"Valis" refers to an awesomely powerful sword wielded by a girl trying to defend Dreamland, her home. If she's successful in staving off the attacks of Glames and his Dark World soldiers, she'll also save the Earth. There's your incentive for helping young Yuko carry around the Valis sword. If you get tired of being Yuko, there are two other characters you can portray in this roaming sword-and-sorcery adventure.

Renovation

Warrior of Rome

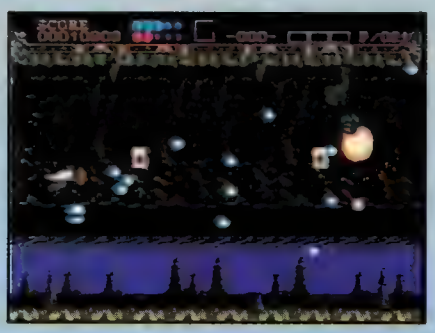
If you've ever wanted to re-create the battles of ancient Rome, *Warrior of Rome* gives you the opportunity to become no less a military giant than Julius Caesar. You lead your legions through various campaigns on the island of Crete, across the Mediterranean Sea, and into Egypt. Victory in your Egyptian battles will not only secure your place in history, but also put you in solid with the gorgeous Cleopatra. The accent in *Warrior of Rome* is on strategy, although the battles are more entertainingly depicted than you might expect.

Bignet

Wings of Wor

Unlike most shooters, *Wings of Wor* doesn't have a contemporary or futuristic look to it. Instead, it derives its story from mythological legends. You're Wor — part man and part bird. This means you use a shield to defend yourself but you have wings on your back to take you places. Mutants have infested your planet, and now you must fly through all six of the areas and clean house, so to speak. You have magic powers on your side, as well as the ability to throw super-powerful balls of energy.

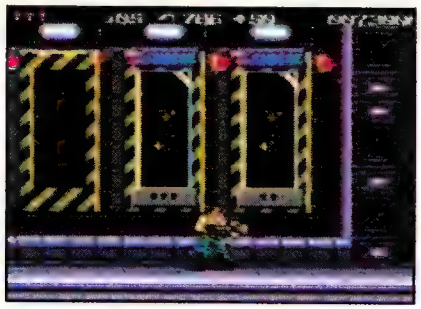
Dreamworks



MIDNIGHT RESISTANCE

Jeff Lundrigan

You can play some games obsessively for weeks before they crack and let you win. Other games, though, surrender without much of a fight. *Midnight Resistance*, developed by Data East, is one of these — you might enjoy the battle, but it just doesn't put up much, well, resistance.



Look at all the weapons lockers before choosing your weapons. Sometimes you'll find the same item in two lockers, and one will "cost" less than the other.

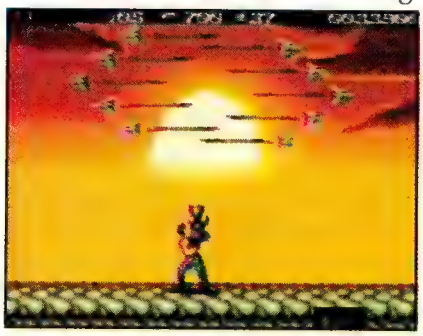
You are a professional soldier, who for years has fought against South American drug lords. In a twist on the "somebody has kidnapped your girlfriend/sister/princess" storyline, the bad guys in *Midnight Resistance* capture your entire *family*, including grandparents. The government can't help, so there's only one thing to do: Go in there and get them out yourself.

As you fight your way into the enemy stronghold, some of your attackers drop keys. You collect these keys and use them at the end of every stage, where special weapons are locked in display cases. Some cases take more keys than others to open, and you can only hold a maximum of six keys at a time. You have to choose weapons carefully, because you won't get another choice until the next stage.

You can use both a rifle and a launcher in each stage. The most useful gun overall is the 3-way, which fires a spread of bullets. The best launcher is probably the one that fires homing missiles, since they seek out enemies.

One unusual feature of *Midnight Resistance* is that the fire button acts more as an on/off switch than a trigger. Once the gun has been switched "on," it will continue firing on its own. This means less thumb fatigue.

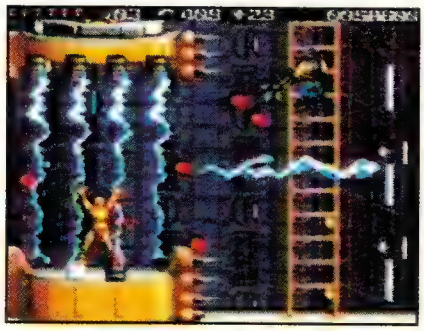
Also interesting are the different ways you can choose to control your character. You can select either a traditional, shoot-where-you're-facing control system, or one that allows your character to shoot in a completely different direction than the direction in which he's running.



While the graphics aren't dazzling, they're often very good. Those planes are getting ready to attack — keep running back and forth while fighting them, or you're likely to get bombed.

It can be a little awkward to control this at first because you use the "B" button to rotate your character's torso through eight firing positions. It's a skill that improves with practice, though, and in some stages this ability is almost essential.

Although *Midnight Resistance* is an 8-meg game, its graphics are only average — in fact, the game looks a lot like the NES title *Super-C*. It's not a particularly difficult game either, even on its "very hard" difficulty level. This doesn't mean that it's not an enjoyable game. It has a number of challenging sections, and it's extremely playable. The game just doesn't take very long to get through.



The 3-way gun is useful here because it lets you destroy those electrodes while staying out of the way of the boss's laser beams.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

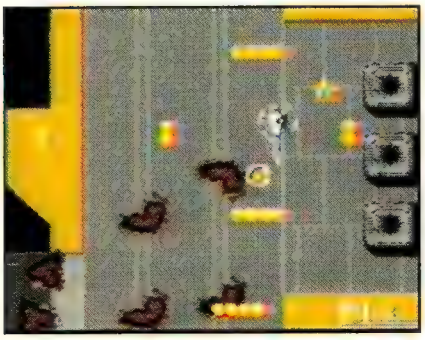
TWIN COBRA

Richard Lashley

Your helicopter skims through the cool morning mist. At this low altitude, the enemy won't see you until it's too late. As you spring from behind a line of trees, the thump of your rotors shatters the dawn stillness. You lock missiles on target. You and your Cobra attack copter are the enemy's worst nightmare.

Twin Cobra is an arcade shooter that has all the thrills of helicopter combat. From your overhead perspective, you fly a hi-tech fighting machine through dogfights and ground attacks. Tanks, helicopters, and antiaircraft guns constantly try to knock you out of the skies. Even with all this action on-screen at once, your copter's movement, while a bit sluggish, remains silky smooth.

Twin Cobra has rapid-fire guns that save your trigger finger from undue stress. A nice feature, because you'll do *a lot* of shooting. You're often completely surrounded by enemies, and must chop out a path



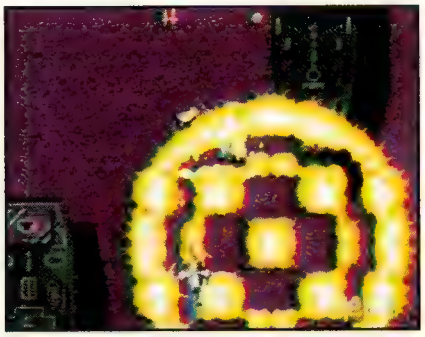
Above these dangerous city streets, the four-directional fire pattern of the yellow power-up works great. To boost your lasers even more, pick up the yellow disk floating behind you.

The blue power-up supplies good defense against large frontal assaults. This power-up's spread of fire enables you to attack many targets at the same time.

in front of you. Be careful and don't be greedy. Instead of swerving around trying to rack up a few more kills, your best bet is to keep it straight and simple, and stay *alive*.

Shooting down opponents and attacking ground targets are only a few of the tasks in this game. There's some strategy in determining when to change to a different weapon. When you destroy one of the enemy's large troop-carrier helicopters, a power-up is released. As a general rule, a blue power-up is the best choice because its broad spread of fire shoots down multiple bogeys simultaneously. Be careful, though: power-ups are dangerous to chase down. They fly all over the screen, and you can become distracted as you pursue them.

Although you have unlimited ammo, your bombs are not an endless resource — you have only three when you start this mission. With a stunning flash of energy, your bombs damage *all* opponents on the screen.



Your bombs are highly effective against enemies. But they can hurt you, too, because the bright flash of the explosion hides any stray shots your enemies might have fired before they were destroyed.

To obtain extra bombs, destroy as many of the troop-carrier copters as possible. Some of them will leave behind extra bombs after you blast them out of the skies. The best strategy is to save most of your bombs to fight bosses.

Twin Cobra supplies hours of addictive arcade action that draws you back, round after round. Although you might find that your helicopter maneuvers a bit sluggishly, you'll still enjoy this entertaining package of sights, sounds, and fun.

Treco, 2421 205th Street, D-104, Torrance, CA 90501

MERCS

Gary Meredith

To promote world peace, a former U.S. President undertakes a goodwill tour of some of the more unfortunate countries of central Africa. The goodwill runs out, however, in the small but troubled nation of Zutura. There the President is kidnapped by a group of revolutionaries who are bent on controlling Zutura and, eventually, the entire continent. With no conventional military or diplomatic options open to the U.S. government, it enlists the aid of the Mercs (a shadowy group of mercenaries) to save the former President, and Zutura.

With weapons dealers selling anything to anybody, you're likely to find yourself fighting against American weapons, such as this Harrier jump jet.

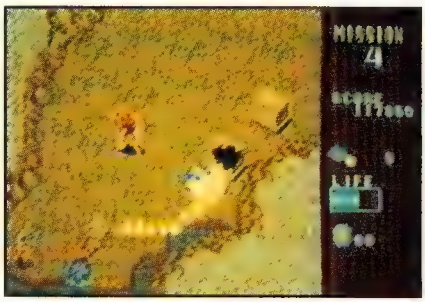
In *Mercs*, you are one of these soldiers for hire. In the arcade mode, this is a pure shooter, where the name of the game is to kill as many enemies as you can in each stage before time runs out. Your score depends both on your aim and on how much you can boost your firepower by picking up additional weaponry from your slain enemies and from storage crates you find along the way.

For those who like more strategy, there's an option that allows you to choose a particular character and weapon for each situation. You begin with only one character, but each time you make it to one of the way stations (represented by a tent), you'll enlist another character to help in your fight. You can then switch characters as the situations dictate.

You also have the ability to "resurrect" characters who have died, simply by collecting the medals which you find along the way.

Pick up extra weapons, ammo, energy, and companions in these way stations. Collect enough battle ribbons and you can restore the life of a fallen comrade.

Twelve medals will bring one character back to life. There's also a bit of strategy involved in selecting the items you find in the numerous crates strewn about the landscape. Sometimes, in the later stages, these crates will contain deadly booby traps, so it pays not to be too quick to pick up everything you find. In the normal mode, however, there's not a lot of true strategic thinking required. *Mercs* is mostly a matter of quick reflexes and steely concentration. As a fine translation of the arcade hit, though, *Mercs* satisfies. The game moves along at breakneck speed, with fine graphics and more than enough action for any soldier of fortune.



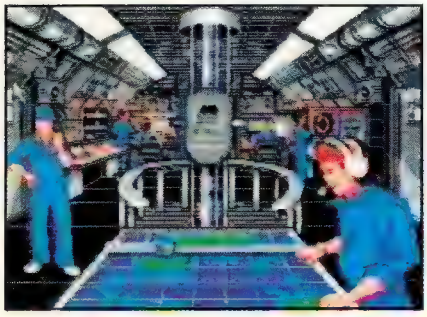
While certain weapons work best in certain situations, Burner's flamethrower is perhaps the best all-around weapon, once you learn how to use it like a huge, fiery scythe.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

688 ATTACK SUB

Gary Meredith

In the murky world of underwater warfare, nuclear missile subs are hunted by killer attack subs. Life aboard a missile submarine is comparatively leisurely, while an attack sub's crew is constantly under pressure—ferreting out the missile subs, trailing them, cataloging their sound signatures, and keeping track of them at all times.



The CONN (conning tower) is where all the action begins. From here, you can access all other stations. Check with the radio room to receive your orders.

688 Attack Sub places you in command of a killer submarine, either an American Los Angeles-class or Soviet Alfa-class. In a variety of realistic scenarios, you'll perform the missions that are part of modern submarine warfare — from the routine surveillance of missile subs to rehearsal exercises with surface ships and aircraft, preparing for all-out nuclear war.

Almost a carbon copy of the very popular PC game of the same title, *688 Attack Sub* is a finely detailed simulation with enough realism to satisfy serious students of submarine warfare. There are lots of variables, including temperature gradients and boundary layers, sonar sound channels, and various types of weaponry and the damage they can do. Despite the level of detail, the game never bogs down in overly involved procedures. In fact, the game actually plays more smoothly on the Genesis controls than it does on a PC keyboard.

The main action screen is a view of the sub's control room. Here you'll find individual action stations for steering, systems monitoring, communications, navigation, weapons control, sonar/radar, and periscope. The periscope is where you'll probably spend a lot of your time, since it's from here that adversaries are

All ship functions are monitored from the CONN status panel, which shows how the sub is performing.

targeted and weapons fired. But you'll need to access the other stations often, and here the advantage of the Genesis controls is most evident. You can quickly and smoothly switch from one ship station to another — which is important, since the designers have compressed the time frame of the game. This is an effort to inject as much action as possible into a world which, in reality, consists largely of waiting around.

688 Attack Sub is a welcome addition to the steadily growing adult market in videogaming. It's an excellent simulation, with outstanding graphics and digitized sounds (including Russian dialogue). Events of the past few years may have made some of the game's scenarios obsolete, but that shouldn't detract from your enjoyment of the game.

If your arm's a bit sore from all those hack-and-slash adventures, this nice, cool, 1500-foot plunge into the North Atlantic might hit the spot.

You target enemy vessels by clicking on a ship once it's in range (approximately 10 nautical miles). Be sure you've loaded and armed a few torpedoes before attacking.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

STREET SMART

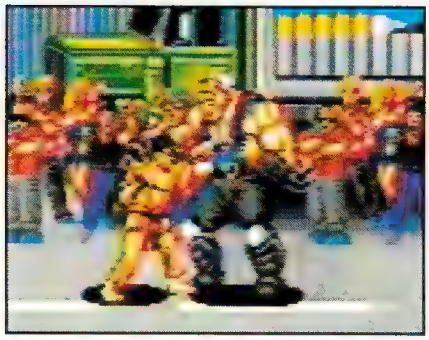
Stephen Poole

Tired of saving the Earth from outer-space marauders? Weary of shooters that make you select a different weapon for every new enemy you meet? A little bored by role-players, with their magic spells, hit points, and lackluster action? If so, *Street Smart* may be just the thing to get rid of your videogame blahs.

Street Smart doesn't waste any time getting to the rock'em, sock'em action that makes up the bulk of the game. You've entered a nine-round street-fighting tournament, where each contest is a fight to the finish and the only weapons allowed are hands and feet.

Each of your foes is unique in size, strength, and fighting style, and they get tougher as you advance in the tourney. Actually, they only get *physically* tougher — your first opponents are as quick and skillful as the fighters you face at the end of the tourney.

You can play as a martial-arts specialist or a pro wrestler. Either way, your moves are limited to jumps, kicks, punches, and one special technique. (The wrestler unleashes a series of spinning kicks, and the martial artist throws a flurry of punches.)



One punch from Mike and you'll wind up kissing the pavement. He's pretty sluggish, though, so move in and strike before he can respond.

Avoid Larry's rolling kicks at all costs by leaping as soon as he hits the deck.

After a victory, you're awarded bonus points based on your performance. You use these points to increase your stamina, strength, or defensive powers, but your opponents always have an edge in at least one of those areas. You can offset their advantage by remembering a few simple tactics.

The back-flip is a great move for a couple of reasons. It can propel you to safety as your adversary is about to strike, but you can also use it on the attack. Turn your back to your opponent, and as he closes in you can flip over him and land several blows before retreating.

Don't try to go toe to toe with any of these guys. It's best to "stick and move" — leap in close, get off a quick punch or kick, then immediately jump away. Mastering this tactic is crucial, especially when your stamina is running low.

You can wager your winnings on each fight, but the size of your bankroll only has a cosmetic effect on the game's ending (should you win the tourney, that is). You'll end up as a well-dressed champ with a beautiful girlfriend, or a penniless warrior with only his honor to comfort him.

Although *Street Smart* has a nice look and smooth animation, it doesn't expand the boundaries of the punch-and-kick style of game. But players who thrive on basic, barehanded action will find *Street Smart* right up their alley.

Mr. K may look massive, but if you've made it this far it's only a matter of time before you take care of him.

Treco USA, 2421 205th Street #204, Torrance, CA 90501

NHL HOCKEY

Brian Carroll

Electronic Arts has just added another thoroughbred to its excellent stable of Sega Genesis sports titles. With its nonstop action and ease of play, *NHL Hockey* is easily the best ice hockey simulation that's been released for any game system.

Each player in *NHL Hockey* is rated in several skill categories. This insures that some teams will be superior to others. If you're familiar with the NHL, you should have a good idea which teams are better.

Realism and attention to detail are the game's keystone qualities. That shouldn't surprise anyone, though, since this game was created by the same folks that produced *John Madden Football*, the best selling Genesis title ever. In *NHL Hockey*, the design team has put together animation that pops with precision and color, and sound effects you'd swear were piped in directly from a big-league rink. You not only see players getting bodychecked into oblivion — you hear them as well. And, in true NHL style, each score is punctuated with the scream of a siren.

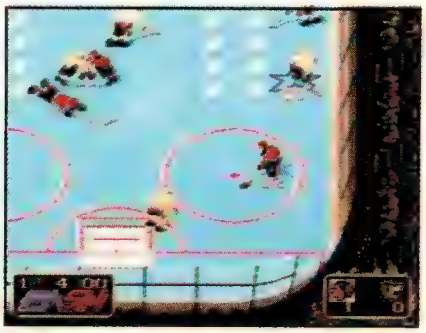
Use the C button to flatten your opponents. Sometimes this is the best way to clear a path to the goal. On other occasions, it's a good way to earn some penalty minutes, so check with care.

Licensed by the NHL, the game is packed with 500 players and all 21 NHL teams, including the first-year San Jose Sharks. This means you can pick your favorite pro team and then try to skate them all the way to the Stanley Cup finals. Whether you prefer the Chicago Blackhawks' aggressive, hard-checking brand of play, the finesse-oriented offense of the Los Angeles Kings, or something in between, you'll find it all here.

Of course, puck handling has its own occupational hazards. You'll regularly see two players throw off their gloves and attempt to settle things man to man. Whether your player wins or loses the fight, he'll do time in the penalty box. The instigator of the fight spends even more time cooling off.

The ease of play is a result of *NHL Hockey*'s simple interface. Your learning curve will be a short one, and you should be passing with sophistication in no time flat. That's important, because passing is the key to winning. Anyone can turn on the juice and try to muscle their way down the ice. It takes true skill to pass the puck and get it to the right skater at the right time for a clear shot on goal.

When you do execute the perfect play, the game's surprisingly advanced instant replay system lets you watch it over and over at regular speed or slowed down so you see it frame by frame. The replay is also an excellent tool for learning from your mistakes. The action often occurs so quickly it's difficult to figure out what's happening until you slow the replay down and zero in on individual players.



The goalie is your last line of defense. Make sure he's always positioned on the side of the goal nearest the puck.

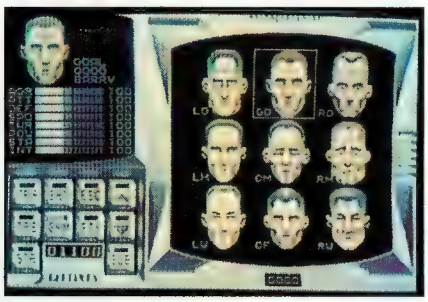
Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

SPEEDBALL 2

Matthew A. Firme

New Sega licensee Arena, a division of U.K.-based Mirrorsoft, is entering the Genesis market with a very impressive first title. It's called *Speedball 2*, and it's one of the most enjoyable and challenging sports games we've ever seen.

From the moment you turn on the machine, you're drawn into *Speedball 2*'s futuristic premise. Speedball, a game of quick action and violent aggression, has become the most popular sport around. It resembles team handball, but the ball is solid steel — and potentially dangerous. The game is played in a walled arena, with two teams of nine players each. Points are scored in a number of ways. Putting the ball through the opponent's goal counts as ten points. Lighting a star along the side of the arena (achieved by hurling the ball into the wall and hitting the star) is worth two points. You can also score two points by bouncing the ball off one of the two bounce domes in the floor of the arena.

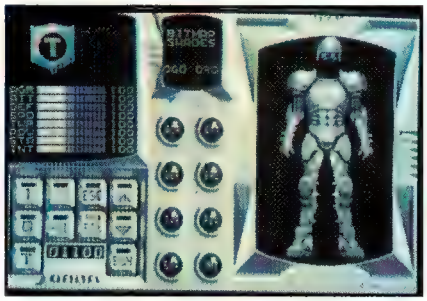


As *Speedball 2* begins, your team's overall rating is low. You'll have to go to the gym and build up your players if you hope to succeed.

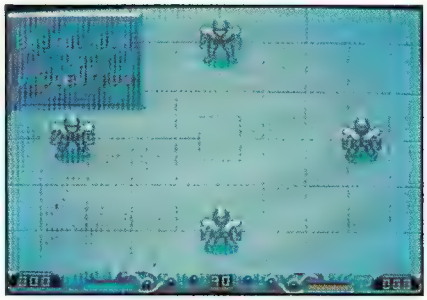
The players are dressed in armored, cybernetic suits. In addition to providing some protection, the cybernetic suits also enhance performance. Every suit is made of eight different components, each of which can improve a specific aspect of a player's abilities. The more expensive a player's equipment, the better his performance. This is where your skills as manager come into play. Because you'll seldom have enough money to strengthen every player, you must decide who to spend the money on, and what skills to improve.

As your players become faster, so does the action on the screen. During matches in which both teams are at the maximum possible speed, the ball flies around the arena so quickly that you'll wonder how you can even follow it. Perhaps that's why they call it Speedball. Or it might be because an entire game lasts only 180 seconds.

The graphics, sound, and playability are among the best we've seen for the Genesis. The game is loaded with features, from one- and two-player options to league play, cup play, and even an option to serve only as the team manager, letting the computer control your men in the arena. And *Speedball 2* has a password feature that lets you save your progress at any point during the season.



You can enhance the abilities of your whole team, a section of the team (defense, for example), or an individual player.



Four players await the "tip-off" — the center of the floor rotates to reveal a cannon, which shoots the steel ball into the air. Move quickly to get the ball, and throw it to a teammate before you're clobbered.

Rounding out this great game are touches like instant replay of goals, automated stretcher-bearers to carry away injured players, and a soundtrack full of grunts, clangs, and futuristic music. If this game is any indication, Genesis players have a lot to look forward to from new licensee Arena.

Arena, 2061 Challenger Drive, Alameda, CA 94501

THE FAERY TALE ADVENTURE

Gary Meredith

The talisman had kept the tiny village of Tambry peaceful for as long as the oldest citizen could remember. Indeed, the entire kingdom of Holm was sleepily tranquil. But when a terrifying army of corpses and skeletons marched through Tambry one evening, the people realized that something was terribly wrong with their precious magical talisman.

As *The Faery Tale Adventure* begins, we learn that an evil Necromancer has spirited the talisman away, along with the daughter of the King. Three brothers pledge to retrieve the talisman and the girl, but they must undertake seven quests in order to obtain the one weapon that can destroy the Necromancer. Each brother, beginning with the eldest, Julian, shall try his hand at the quests.

As Julian (or as Phillip or Kevin, should Julian die), you must set out from Tambry with few weapons or

It's important that you search the entire village before starting out — there are a couple of items here that are absolutely indispensable.

Try talking with everyone since you never know when you might get an important tip. You can even talk to monsters, or to any dead relatives who have preceded you.

useful items. The supplies you need can be found in Holm, but the ghastly creatures controlled by the Necromancer will make uncovering the items difficult indeed. You are accosted by walking dead from the time you leave the village. Unless you'd like to kill off all three brothers in short order, you'd be well advised to perfect your fighting technique and your magical abilities — and do it quickly.

You'll also want to learn what the various items you find, from totems to jewels to potions, can do for you. There probably won't be a lot of time to think about how to use something when you have to use it. You'll also want to talk with everyone you meet, since many characters possess information vital to your quests. Finally, while most of your traveling will be by road, there is some advantage in straying from the beaten path. Most of the important destinations are situated near a road, but there are a few special places way out in the boondocks. Extensive exploration can give you the edge you need for dealing with the Necromancer.

The Faery Tale Adventure is very much a typical role-playing game, with good graphics and a nice soundtrack. The game emphasizes fighting, and you'll probably find yourself dying quite a lot at first. But if you can learn when, and how, to fight, and when to run (the music often clues you in), you should be able to get far enough into the game to really enjoy it.

If you're close enough to a town, you may be able to dodge these specters, although they're easy to beat as long as you don't let them trap you in a corner. By all means, avoid corpses wielding battle-axes.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

ROAD RASH

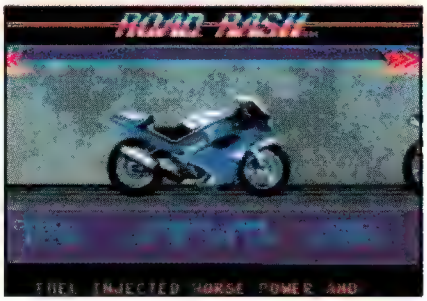
Phill Powell

A motorcycle racing game's top priority should be to capture the actual feel of riding a powerhouse bike. That means when you zip over a hill you need to get that little lump in your throat from going airborne for a few seconds. When your bike is hugging the tightest, thinnest edge of a curve, you should experience the screeching sensation of teetering between death and glory. And since race bikes are pure muscle, your machine had better accelerate like the quick snap of a slingshot.

Climb a hill at top speed and you might wonder if you're playing *Sky Chase* instead of *Road Rash*.

Electronic Arts' *Road Rash* delivers all this excitement, and more. The fun is enhanced by the fact that you're racing the 14 other bikes on scenic stretches of public road. "Public road" means that the public is still using the very asphalt you're screaming over at 120 mph or more. This rough mix makes for some absolutely brutal traffic jams, especially when bikers use the left-hand lane to pass each other, oblivious to the oncoming motorists leisurely passing through the Sierra Nevada, the Redwood Forest, and the three other race locations.

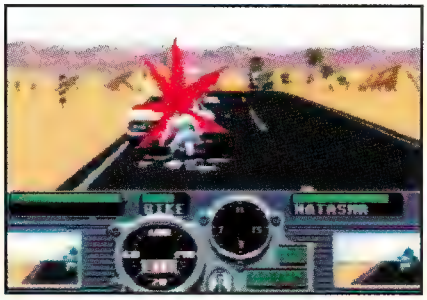
The wrecks in *Road Rash* are real masterpieces of punishment. If you



The top bike on the block is worth its weight in gold, but at $25,000, it doesn't come cheap.

hit a car head on, you don't just drop dead in the middle of the road (like an inferior game might show). No, instead you bounce off that car at a speed comparable to what you were doing before the accident. In other words, you could still be doing 150 mph after your wreck. The only difference is you'd be hitting that speed in reverse, and without a bike beneath you. Similarly, if you're knocked forward, you can easily fall a hundred yards or more, through bushes, road signs, cactus, and spectators. Getting banged-up was never more spectacular, or more fun.

Road Rash is set up to accomodate different levels of racing expertise, and awards good riding with big dollar prize money. You can take your winnings and buy better machines that handle better and move faster. The game is easy to control and never diverts your attention



Point of impact: *Road Rash*'s body-mangling wrecks leave nothing to the imagination.

from the racing itself. (Wisely, the design team chose automatic transmissions for the bikes. Manually shifting gears would have been too much to keep up with.) The graphics are clean and look good, and the race action is as sharp as a tack.

This is definitely a case where the review can't really do justice to its subject. So don't take our word for it, play it yourself. After all, riding is believing. We bet you'll discover what we found out — that *Road Rash* is a rush.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

KING'S BOUNTY

Matthew A. Firme

If you want a good introduction to the world of role-playing games, *King's Bounty* is a great place to start. Unlike some RPGs, in which success depends on battle after battle in an effort to accumulate hit points, *King's Bounty* is a game of accumulating money. And best of all, you can find lots of money without ever facing an enemy.

The sorceress is able to learn more spells and deliver them with greater power than the other characters. She's a good choice for beginning players.

You play as any one of four characters. All are loyal to King Maximus, who has ruled your world's four continents with the Scepter of Order. But a gang of villains, led by the hideous Arech Dragonbreath, stole the scepter from Maximus. Now the world is a splintered, feuding place.

Your job is to help the king recover his scepter. To do this, you'll have to assemble the map showing the scepter's hiding place. The map was cut into 25 pieces, and the 17 villains who helped Dragonbreath each have a piece. The other eight

The game's auto-mapping feature is very handy. Don't waste days traveling where you've already explored.

pieces of the map are scattered across the continents.

Basically, you hunt the villains down, storming their castles and bringing them to justice. As you do this, you accumulate pieces of the map. You're also paid a handsome bounty for each villain. You can only collect bounty on a villain if you have a contract on him, though. If you storm a castle occupied by a

Each time you bring a villain to justice, a new portion of the map is revealed. Sometimes, you'll be able to tell where the scepter is without seeing all the pieces.

villain you don't hold papers on, he goes free.

Of course, there's more to the game than just walking up to a castle and fighting. You first must be sure your army is strong enough to do the job. That's where the money, so important to your success, comes in. Just as your king pays you bounty money and allowance, you have to pay your troops. You also must pay a fee when you recruit new soldiers.

You can lead up to five different groups (peasants, archers, and pikemen, for example) at a time, but the number of soldiers in each of those groups depends on your leadership ability. You grow more powerful as a leader by distributing the spoils of your battle amongst your troops, and by winning promotions from King Maximus.

King's Bounty is designed to let you explore your world right from the start. You can rent a ship and explore the shores and rivers of all four continents in safety, and from your ship you can see treasures, enemies, and castles. In this way you can find enough money to hire a top-notch army without risking a battle you might lose. Of course, you'll have to fight sooner or later.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

PIT FIGHTER

Jeff Lundrigan

There seems to be a minor explosion of punch-and-kick fighting games recently, with *Final Fight* and *Ultraman* on the Super NES, and of course *Streets of Rage* for Genesis.

Pit Fighter is a punch-and-kick game stripped to its essentials. It's just you and one enemy, facing each other in single combat. There's no girlfriend to save — you're in it strictly for the money — and there are no rules. The two opponents fight until only one is left standing. It's kill or be killed.

But if you've seen the arcade version you know what *Pit Fighter* is really all about: digitized graphics. Every character in the game, from the fighter you control to the sleazebags in the crowd, are digitized images of live actors, not hand-drawn cartoons.

This is either the game's biggest strength or its most noticeable shortcoming, depending on how your tastes run. On the plus side, they give the game a brutal, even grim atmosphere. The fight arenas are dark and gritty, the crowds are ugly, and if the future looks like this,

Besides throwing crates, barrels, barstools, and other objects, you can throw opponents, too.

You get a bonus for knocking out an opponent in record time. Ty, a kickboxer, used his flying double kick to finish off Chainman Eddie.

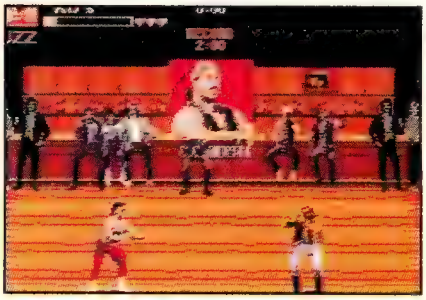
Whacking your enemy with a wooden stick is a sure way to inflict lots of pain, as Mad Miles demonstrates to Kato.

I don't want to live there.

Since the characters look and sound real, it also gives the game a lot of, well, character. Watching Buzz, the ex-wrestler, flex his muscles is good for a few laughs, and listening to the crowd cheer, boo, and carry on adds a lot. You also feel a bit more empathy for everyone involved, so the action is even more immediate, and to some extent, intense.

On the other hand, the animation is pretty jerky, and because the characters do look real, you tend to notice the jerkiness even more. It's a little hard to figure out what's going on sometimes, making it tough to get a feel for controlling the action. Since every image has to be based on a live actor, the number of different enemies is pretty limited, and there isn't much variation to the fight arenas either, so the game has few visual surprises after the initial novelty has wear off.

Pit Fighter seems to be the sort of game that you either really enjoy a lot or aren't too impressed with. If you like the way it looks, and can forgive the problems that a digitized look brings with it, chances are you'll like the game.



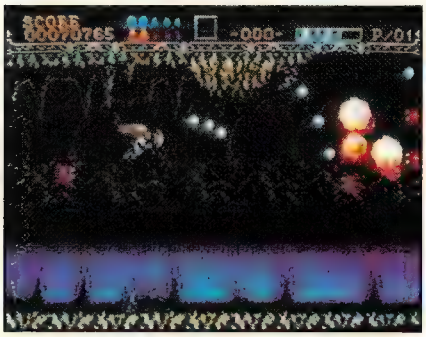
C.C. Rider will hit you with everything he can get his hands on. Watch out for his boots.

Tengen, 1623 Buckeye Drive, Milpitas, CA 95035

WINGS OF WOR

Vince Matthews

Earthmen have always dreamed of flight. On the planet of Iccus, though, men are born with wings — beautiful, golden-white wings that lift them like eagles into the sky.



To conquer *Wings of Wor*, you'll need as many extra men as you can get. The token hidden in the upper corner here will give you a one-up.

But the winged warriors of Iccus are in danger of extinction. A rampaging gang of mutants, controlled by the diabolical Destroyer, is threatening to take over the planet. Driven by the Destroyer and the evil virus that deformed them, the mutants now threaten nearly every corner of the world. The last hope of Iccus lies with Wor, the last warrior of Iccus.

To save your people from certain doom, you must rid the planet of the dreaded mutants — and it won't be easy. You'll battle through six areas of the planet, each infested with a different mutant form and a different boss.

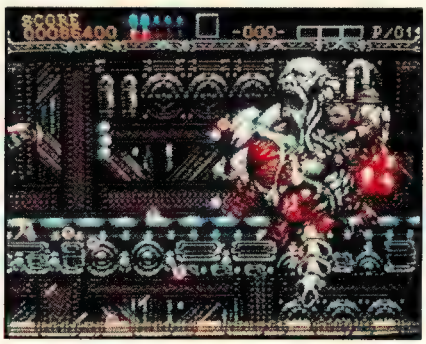
Fortunately, you can do more than just fly. You also have the ability to hurl balls of energy, and your mastery of magic enables you to control the forces of nature. To do this, you must find scrolls hidden within blue, flying crystals. Once you have a scroll, you can store its power until you're ready to use it. Don't waste this power foolishly — you'll need it to battle the mutant bosses at the end of each stage.

In addition to the scrolls, the two most important ways to increase your power are red and blue orbs. Blue orbs increase the width of your energy shots. Red orbs increase the power of your shots by up to five times their normal force.

Just as orbs and magical scrolls increase your offensive power, these gems will give you extra defensive power. This blue gem surrounds you in protective fire.

Still, such superhuman power and weaponry might not be enough. Even the earliest stages of *Wings of Wor* are difficult. As the game progresses it gets even tougher, and the enemies just never let up. Sometimes the game seems *too* hard — each stage is very long, and at times the screen becomes so littered with enemy fire that escape is almost impossible.

Wings of Wor is not for the easily frustrated. Even on the lowest difficulty level, it's a very tough game. And this might not be the best game for players who are offended by gore — some of the enemies are almost repulsive, and in level 6 you actually fly though the body of a giant mutant. Still, *Wings of Wor* is a very good shooter. Its outstanding graphics and scrolling add a depth that helps chase the boredom that plagues so many shooters. If you love good arcade action and difficult odds, you'll really enjoy the challenge of this one.



Orrpus, the horrifying boss of area 4, can be destroyed by blasting away at his heart. Avoid the blood cells and use any magic scrolls you have.

Dreamworks, 12851 East 166th Street, Cerritos CA 90701

MARIO LEMIEUX HOCKEY

Stephen Poole

At first glance, *Mario Lemieux Hockey* appears to have all the ingredients of a great sports game: colorful, attractive graphics, plenty of realistic options, and an endorsement by one of the biggest stars in professional hockey.

But sports games live and die by how well they create the sense that you're in the thick of the action, and that's where *Lemieux* falls short. Don't get the wrong idea — *Lemieux* is by no means a poor game. There aren't many sports videogames that let you fine-tune the level of realism the way *Lemieux* does. The controls are simple to learn, and the graphics

The first-person perspective of the shootout sequences is excellent.

are well done. You can choose to play as any NHL team, and with options to practice shootouts (goalies versus attacker) and fights, you can't say *Lemieux* lacks depth.

Once you take the ice and begin play against a human or computer opponent, though, all that attention to small details is for nought, because *Lemieux* doesn't succeed in making you believe you're a part of the action. In fact, you never really forget you're just playing a videogame.

Why does *Lemieux* fail to live up to its potential? For one thing, you control your team from a side view. That angle is great for spectators, but it's a lot easier to make pinpoint passes and bone-crunching checks if you're playing from an overhead view. In short, it *looks* like you're watching a hockey game, not playing in it.

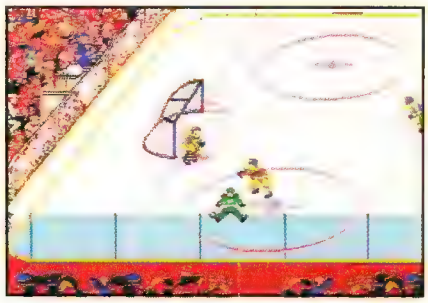
This punch looks painful, but the three-minute penalty the loser receives is even worse.

There are some problems with game play as well. Check an opposing player and he'll flip and land in a heap on the ice. But you don't hear the sound of two huge men colliding, and there are no grunts or groans accompanying the collision.

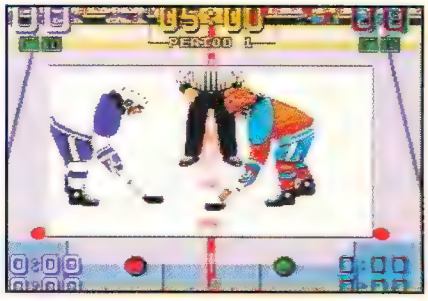
The fans in *Lemieux* don't express their excitement with cheering, or their disappointment with boos and catcalls. Crowd noise is little more than a hiss that's turned up a notch when a goal is scored.

If these complaints sound minor, spend a few minutes with Electronic Arts' *NHL Hockey*, where body checks are accompanied by grunts, groans, or yells. Every score and penalty is greeted with cheers or boos, and when a player gets checked in *NHL Hockey*, you can almost feel the impact.

It's little things like these that *Mario Lemieux Hockey* lacks. It's also the difference between a good game and a truly great game.



The body checking in *Mario Lemieux Hockey* doesn't add very much to the excitement level.



The graphics are good during the face-off, but the action is sluggish.

Sega of America, 130 Shoreline Drive, Redwood City, CA 94065

TASK FORCE HARRIER

Phill Powell

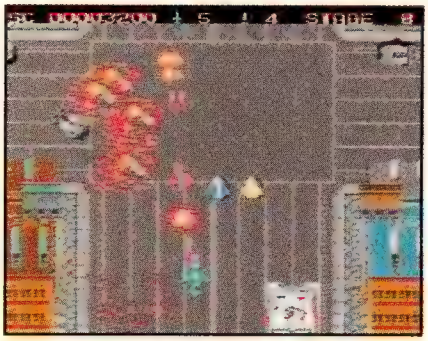
There's nothing really wrong with *Task Force Harrier*, but with all of the wild, innovative games available for the Genesis, that hardly seems like a glowing piece of praise.

Treco's *Task Force Harrier* is what we refer to here at *Game Player's* around the office as a "shooter," for reasons that are crystal clear as soon as the game starts. In a shooter, you spend all or most of your time firing at targets. Like most shooters, *Task Force Harrier* scrolls, revealing more and more of the landscape (and more of the enemies that patrol it, too).

The story description that precedes the game tells of a sudden and disastrous return to the Cold War. Russia is in the throes of yet another power shift, and its current leaders are out for blood — of the red, white, and blue variety. Consequently, they've thrown down the gauntlet, and now it's time for a superpower showdown.

Basically, you're piloting a flying warship that's locked in a seemingly endless series of kill-or-be-killed confrontations with other heavily armed aircraft. You're also flying over ground targets (presumably in the U.S.S.R.) that must be bombed to bits.

The ground below you might be frozen, but the high-altitude action will heat things up for you in *Task Force Harrier*.

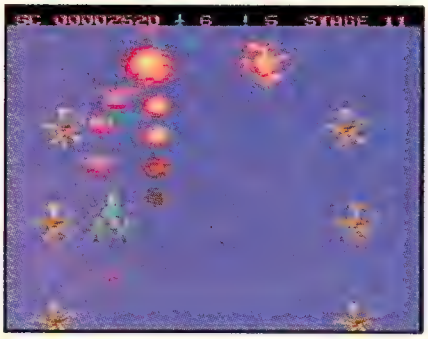


Claiming power-ups (like the blue and yellow ones shown here) helps prepare you for the rough ride ahead.

Since you're undertaking a massive military effort, you're going to need some help. In true shooter fashion, power-ups are available for the taking — all you have to do is fly over them to claim their shields or extra firepower.

One nice thing about *Task Force Harrier* is its Configuration Screen, which allows you to adjust the intensity of the battles to suit your skills and your appetite for challenge. By changing the Rank setting (easy, normal, and hard) and the number of lives you have (1-7), you can make the game a walk through the lilies or a never-ending nightmare. Although configuration screens aren't uncommon in this type of game, this one gives you a huge amount of control over the action.

All things considered, this a fairly enjoyable game but it's strictly an average effort. While it's not a dazzler and it won't show you anything you haven't seen before, it's graphically OK and the action is pretty good (although in some stretches it slows down for some strange, unknown reason). *Task Force Harrier* shouldn't be your first choice among Genesis shooters, but it probably doesn't deserve to be your last choice, either.



You better start shooting if you want to make your way out of this circle of choppers.

Treco USA
2421 205th Street, D-104
Torrence, CA 90501

F-22 INTERCEPTOR

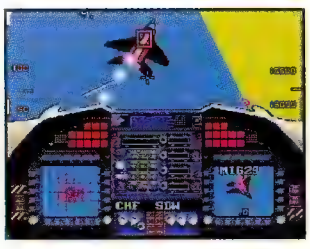
Jeff Lundrigan

Proof positive that Genesis games are getting better and better, *F-22 Interceptor* comes closer to being a true flight simulator than any videogame we've seen.

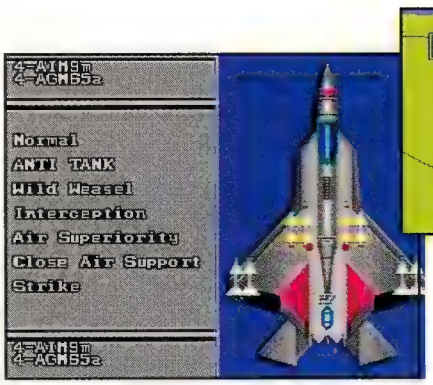
F-22 features some of the nicest 3-D graphics we've ever seen on the Genesis. The animation is smooth, and game speed is adjustable. At its fastest setting, the game runs at blazing speed.

The F-22 Advanced Tactical Fighter — nothing quite compares to the feeling of getting in that cockpit to shoot down the bad guys.

There are some great sound effects too, and you really have to listen in stereo to fully appreciate them — planes whoosh by, and enemy gunfire actually sounds like it's coming from the direction of the enemy.



Dogfights are intense, and you can adjust your enemy's skill to suit your own abilities.



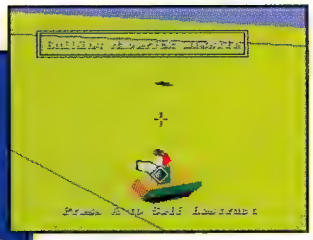
The F-22 can carry a wide variety of weapons.

PC flight enthusiasts may balk at calling *F-22* a flight "simulator" — you can't fly just anywhere, for example. Instead, the game automatically transfers you to the next mission area, which you can't leave until the mission is completed.

Takeoffs and landings are simplified to a fault. You don't have to worry about raising and lowering the gear, and a successful landing seems to be a matter of just hitting the runway — angle and speed don't matter much.

But when you consider the limited number of controls available (one directional pad and four buttons), *F-22* is an impressive achievement in realism — you even have to be careful about blacking out during high speed maneuvers. The game generates a different mission every time you play, so it's never the same game twice.

Fortunately, you also have an enormous arsenal at your disposal, including the television-guided Maverick. When a Maverick is fired, it must be "flown" to its target, and the screen display switches to missile-eye-view so you can control it right down to the moment of impact.



You personally guide a Maverick missile to its target, viewing the action from the nose of the missile

In fact, *F-22 Interceptor* has so many difficulty settings, weapon options, and other choices, that players of any experience and skill will find an exciting, fast-paced challenge. This is definitely one to add to your collection.

For a little extra drama, try the chase plane view.

Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404

MASTER OF MONSTERS

William R. Trotter

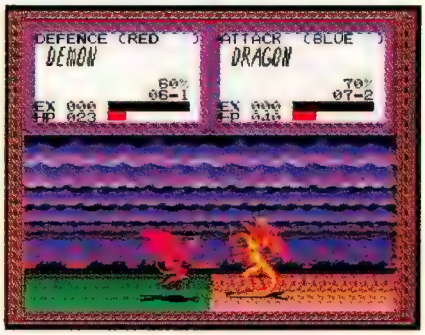
Five magicians are at war, battling one another with armies of monstrous beings, as well as their own special magical powers. Only one will survive the series of battles that must be waged on the ancient proving grounds — he, or she, will be the supreme magician.

Such is the premise of *Master of Monsters*, a very different kind of war game in which various kinds of monsters assume the roles of tanks and infantry, while powerful magic spells are used like heavy artillery to pound enemies at long range.

You have a variety of monsters to choose from, each with its own strengths and weaknesses.

Battles are fought on a series of islands, each characterized by wildly different terrain. Each monster's powers of attack and defense change as you maneuver it, depending on whether it's in the mountains, in the ocean, or besieged inside a stone tower.

In the normal mode, four magicians wage battle under the control of human players or the computer. When one encounter has been finished, the game moves you on to another. In the more challenging campaign mode, one human player competes against a very aggressive computer opponent, waging war



Combat scenes are vivid and automatic, *not* arcade sequences — which frees you to sit back and enjoy the show.

through a number of continuous stages until the human player either triumphs or runs out of luck.

Monsters gain experience as they fight, and after they reach certain levels of experience, they change form and become even more powerful creatures. So part of the strategy involved in a typical game focuses on using your monsters often enough to strengthen them, but not so often that their hit points drop too low.

This is an exciting, addictive war game, with almost limitless possibilities for strategy. And because of the many variables of terrain, speed, and firepower, it's a fairly complex game. Unfortunately, Renovation's manual is not as clear, or as complete, as it needs to be. It tells you, for instance, that different monsters gain or lose power depending on what time of day it is, but leaves it to you to figure out the details — and since there are 60-odd monsters in the program, that takes a lot of unnecessary trial and error.

Graphics are only average, but the background music is great: creepy and sinister.

Despite a few shortcomings, this is one of the better battle-strategy games available for the Genesis.

The terrain maps are imaginative and offer endless strategic possibilities.

Renovation, 987 University Avenue, Suite 10, Los Gatos CA 95030

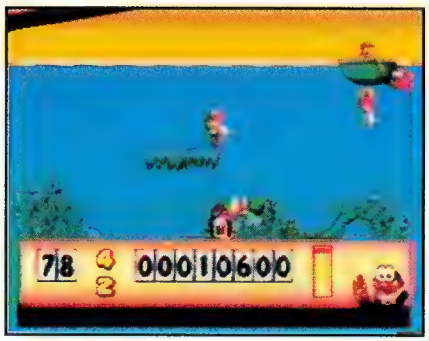
JAMES POND: UNDERWATER AGENT

Lisa M. Bouchey

Super spy James Bond, secret agent #007, has been skirting danger, nabbing bad guys, and single-handedly saving the British Empire for years. But England isn't in danger in this new game from Electronic Arts. There's a different sort of trouble brewing, and it's up to a different sort of spy to save the day.

His name is Pond, James Pond, and he's the only fish in the sea big enough to stop the evil Dr. Maybe from polluting the ocean with radioactive waste and oil spills. In *James Pond: Underwater Agent*, you play a fish with a mission — actually 12 missions, each one more difficult than the last.

At the start of each mission, a message appears on-screen with your instructions. James Bond fans will feel right at home, if a little out of their element. Mission names, from "A View to a Spill" to "Fishfingers" and "Orchids are Forever," are derived from the titles of 007's books and movies.



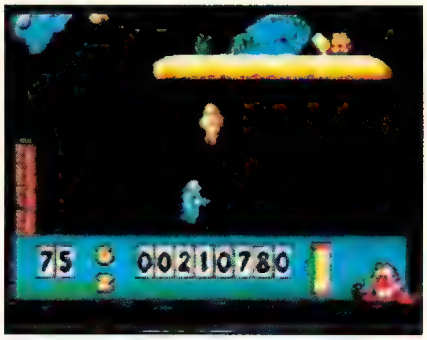
Six lobsters are trapped in cages in your first mission. You must find a key to unlock at least four of the lobster cages to earn your "License to Bubble."

In mission 2, your assignment is to rescue seven friendly fish from a pond contaminated with illegally dumped radioactive waste. Lead at least five fish to safety to complete the mission.

You'll find secret rooms, bonus items, hidden treasure, and assorted enemies in each mission. Secret rooms can be good, bad, or neutral, and the music you hear when you enter will tell you what kind of cavern it is. If it's a good room, grab all the goodies the first time you're there — if you leave a room without grabbing everything and try to re-enter, the room will turn bad.

The bottom of the seabed is littered with bonus objects. You can use some of the objects as soon as you pick them up, but others have to be used somewhere else in the game. Bouncing objects usually do something, good or bad. For example, glue pots and bombs bounce, and they're unhealthy for our hero. But clocks and potion bottles bounce too, and they work to your advantage.

Super bonus items, or hidden treasures, can up your score by as many as 20,000 points. Golden coins



You've discovered the wreck of a sunken ship in mission 4, and legend has it she was loaded with gold when she sank. Recover the loot from the underwater cavern, but watch out for pirate ghosts.

are worth 5,000 each, a gold cup trophy scores 10,000, and each treasure chest is worth 20,000 bonus points. Starfish bounce around the seabed and are tough to catch, but some of them are worth the effort.

An arcade-adventure game with a conscience (what other game lets you save the world from environmental threats?), *James Pond*'s graphics and storyline should appeal to players of all ages. Game play isn't as challenging as in other Genesis games, though, making *Pond* best suited for younger or beginning players.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

THE IMMORTAL

Jeff Lundrigan

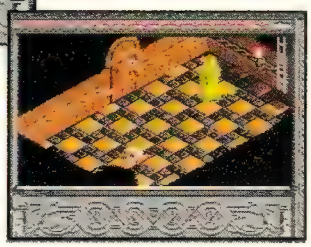
Beneath the ruins of the ancient city of Erinoch lies the fabled Labyrinth of Eternity. Erinoch holds many secrets of the mystic arts, and proved to be an irresistible attraction to the wizard Mordamir. Now, he's hopelessly lost in the labyrinth. It's up to you, an apprentice wizard, to bail him out.

The Immortal, originally an NES game, is now available for the Genesis. It's a combination of arcade action, role-playing, and humor that makes for a nifty game, with eight levels of monsters and puzzles.

The graphics seem to pop right off the screen.

You have three lives to complete each level, and there's a password for each level when your lives run out. This is good, because *The Immortal* contains some pretty lethal traps and a plethora of creatures whose attitudes range from surly to downright hostile.

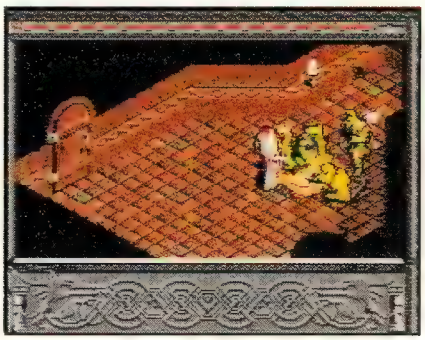
Although you'll find the usual assortment of trolls and goblins, you'll also face such bizarre creatures as flesh-dissolving slime and man-eating worms. You should also be alert for the labyrinth's many pit traps: big holes in the floor that can open without warning at any time.



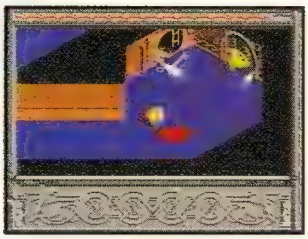
Beware the man-eating slime — it's almost impossible to outrun.

The key to the fight sequences is *timing*. Hitting the attack button as quickly as you can when fighting a troll, for instance, will get you hacked to pieces fast. Instead, punch the button in time with your character's swings, and soon your enemy will be a puddle on the floor.

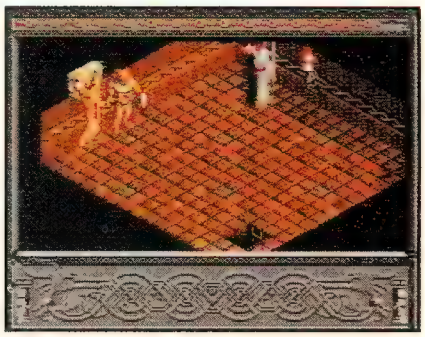
If this all sounds like a lot of fun, it is. But the Genesis version is a mild disappointment, mostly because it isn't animated any more smoothly than the 8-bit NES version. It also requires you to enter a password over again every time you have to restart, which is annoying — most games will remember a password unless you turn the power off.



Goblins may start as enemies, but it's possible to convince them you're a friend.



That greasy spot on the surface used to be you.



Whoever this guy is, he's not having a good day. But he might help you if you can help him.

Still, the basic structure of the game remains unchanged, and this version really does *look* great, even if the movement is a little jerky. It also boasts some of the most creative — and gory — deaths you've ever seen, which can be fun if your sense of humor runs that way.

If watching bodily dismemberment makes you uncomfortable though, this game may not be for you.

Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404

MIGHT & MAGIC

Gary Meredith

You'd think, after all the problems caused by power-hungry despots, that there would be some sort of standardized testing to weed out the megalomaniacs. But there isn't. The world of role-playing games seems to be arranged so that only irresponsible beings with total disdain for all living things can attain any position of power.

Take the guys in *Might & Magic*, for example. Four elemental lords, supposedly advanced beings, have done nothing but bicker like children from time immemorial. One day, while three of the "lords" were engaged in a particularly heated exchange, the fourth lord, Acwalandar the Water King, flooded the void that lay at the intersection of their four domains.

What this verbose spirit is getting at is that you don't have a snowball's chance in Hades unless you select the best people for your group.

Gralkor, the evil Emperor of Earth, took advantage of the quarreling to bring the elemental lords under his control. During all this, Gralkor's subjects, the mistreated people of the artificial world Cron, revolted. When he found out about the revolt, Gralkor became very angry and promised revenge. The people of Cron feared that either he or the bickering elemental lords might try to take away their newfound freedom. The Cronians began a search for a champion—and found you.

Might & Magic is a vast game, with so many variables that some players might be overwhelmed. You must organize your band, modify and train your characters (from four races and eight professions) develop knowledge of spell casting and spell defense.

Battle is a way of life on Cron. If people aren't fighting, they're training to fight. You might want to take them up on their offer.

The game is made even more difficult than it needs to be by its first-person perspective. It's possible to walk into a town to buy medicine, only to become hopelessly lost. There's no overhead view (unless you can find a map), so you'll waste lots of time wandering if you don't map every step. Another hindrance is that when a character dies you have no way of reviving him until you go back to a town and buy revival medicine. Unfortunately, you won't have nearly enough money for that in the early stages, and in later stages you'll waste time running between battles and towns. A "resurrect" spell would be nice.

Death could be lurking behind any of these doors. And you need big bucks to return from the dead.

On the plus side, *Might & Magic* has some terrific graphics and very detailed characters. The instructions are full of character descriptions, different spells, etc., giving a complete and believable feel to the game world. And best of all, the cartridge has battery backup — a necessity in a game of this size and depth.

Might & Magic will almost certainly find fans among those who enjoy the details of point accumulation, character traits, and spell casting. But if you're looking instead for simple fun in a role-playing adventure, you might want to look elsewhere.

Electronic Arts 1820 Gateway Drive, San Mateo, CA 94404

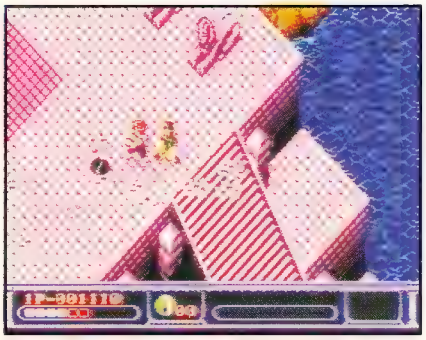
ARCUS ODYSSEY

Tom R. Halfhill

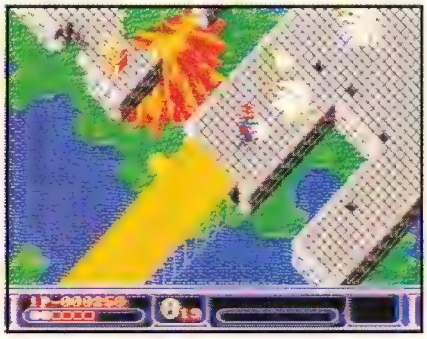
After 1,000 years of imprisonment, the dark sorceress Castomira is again spreading her evil. To prepare for her return, the dark lords have stolen the Sword of Leaty. Only a brave warrior with a pure heart can recover the sword and defeat the dark sorceress for good.

To complete this quest, the daring warrior must fight through such dangerous regions as the Cave Where the Demigod Cried and the Pyramid of Bad Attitude Enemies. Four warriors are willing to try: Jedda, a swordsman; Erin, a fierce maiden; Diana, a shrewd archer; and Bead, a mysterious magician.

Although *Arcus Odyssey* may sound like a role-playing game, it's really more of a shooter. Enemies attack from every direction almost constantly, and even the ones who *don't* live in the pyramid have bad attitudes. Unlike most shooters, however, *Arcus Odyssey* contains numerous objects to find and a few puzzles to solve, and occasionally you must talk to someone to get clues. Also, the game allows complete freedom of movement — you're not continuously nudged forward by a scrolling screen.



To enter the Pyramid of Bad Attitude Enemies, find the Sword of the Hero and use it to open the door at the summit of the pyramid.



Castomira's fortress is a maze of platforms floating in the sky. Get some valuable information by talking to a prisoner held there.

In stage 6, your path to a final showdown with Castomira is blocked by these giant lords of darkness. A rapid-fire controller is a big help.

Throughout the game, you can upgrade your powers and obtain magic potions by opening treasure chests. This adds some strategy, because you'll need certain powers to get past certain obstacles.

Unlimited continues let you restart the game at the beginning of the stage where you fell. At the end of each stage, you get a password.

Arcus Odyssey has excellent diagonal-scrolling graphics, particularly in stage 5, where you find yourself on a floating fortress in the sky. (For a peek, try password GSFCIYAO2P.) The music and sound effects are also very good.

The game would be less frustrating, however, if the enemies you killed stayed dead. Instead, they regenerate whenever you leave an area and return, which accounts for most of the shooting you'll do in this not-quite-a-quest game.

Even so, *Arcus Odyssey* ranks as only medium-difficult, and it always keeps you guessing about what's around the next corner.

Renovation, 987 University Avenue, Suite 10, Los Gatos CA 95030

OUT RUN

Leslie Mizell

The safest place to put your pedal to the metal is in your own living room—and *Out Run* provides all the action of a high-speed race without the risk of life or limb.

The Genesis *Out Run* plays just like the classic arcade version: You get behind the wheel of a red convertible, then burn rubber on a track from point A to point B. Don't expect enemy snipers, mines, oil slicks, or fuel pickups. This game is about pure speed, and the only thing that can slow you down is your own bad driving.

Each fork in the road takes you down a different path. You'd have to play *Out Run* for a long time before you'd see every route.

You've got enough gas to get you where you're going, but only if you make it to the checkpoints within the allotted time. Hit a tree, sign, shack, or fellow driver, and you either go into a spin or roll over — either of which costs you valuable seconds. Cross the line in time, and you're given additional seconds and must race to the *next* checkpoint, and so on until you either fail to make it to a checkpoint, or you complete the course.

You can map your progress from this screen.

The scenery is varied — beach, sunset, desert, mountain — but you won't have time to admire the landscape. The track is crowded with other drivers and even semi trucks, leaving you little room for error. Pay attention to obstacles along the road, and watch for signs indicating which way the road is going to curve. At 200+ miles per hour, you don't want to zig when you should be zagging.

Out Run isn't the most varied racing game around. It would be nice if you could choose from among several vehicles instead of having the same old convertible, and a level-

Wipe out! Hit an obstacle at high speeds, and your car doesn't just spin, it rolls over.

Signs indicate which way the road ahead will curve.

select option would certainly be welcome. But for pure driving satisfaction, you should check *Out Run*.

You can even choose the music you'll listen too, from hits like "Splash Wave" and "Magical Sound Shower."

Sega of America, 130 Shoreline Drive, Redwood City, CA 94065

CENTURION

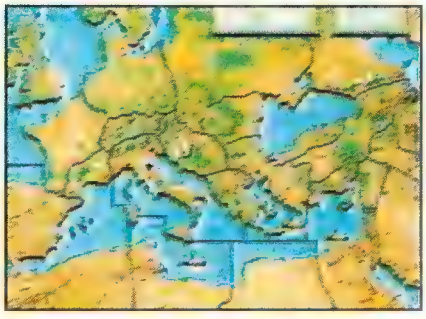
William R. Trotter

Centurion was one of the best computer games of 1990, and it's a pleasure to report that the new Sega version has all the virtues of the original: great graphics, dramatic soundtrack, strong role-playing elements, and terrific animated battle scenes.

Each game of *Centurion* begins in 275 B.C., when Rome was only a small, aggressive city-state. Rome is ready to expand throughout the known world — but only if it can survive successive onslaughts from all directions by marauding armies.

The animated battle scenes are wonderful. You can give orders to any unit within your radius of command (the dotted white line).

There is but a single Roman legion, and you are its commander. Your ultimate goal is to rule the world as the mighty Caesar. There is no "right way" to win in *Centurion*. The rules of empire-building keep shifting and there's rarely enough money or manpower to do everything you want. Besides waging wars of conquest and defense, you'll have to keep the loyalty of the Roman people by staging gladiatorial spectacles and chariot race.



Keep track of the changing strategic situation and of the movements of barbarian armies on this handsome map screen.

Your rank, from mere officer to proconsul and beyond, depends only partly on your battlefield leadership. It also hinges on your status as a public figure, and on how well you uphold the honor of Rome — as a diplomat, ally, and administrator.

The heart of the game is in its battle screens, where you wage war against all sorts of armies. You face everything from wild-eyed barbarian hordes to powerful Carthaginian armies equipped with war elephants (wait until you hear them bellow and roar!). You can give orders to each unit, adopt big formations for your whole army, or unleash the legion for a bloody melee. The animated armies march, hack, and slash with great vigor.

When you reach the middle levels of the game, you can also raise and command navies, then lead them into ram-and-board sea battles, complete with whooshing fireballs. Obviously inspired by the naval battles in *Ben Hur* and *Cleopatra*, these scenes feature spectacular graphics.

Chariot races are a sure-fire way to gain popularity, and to make a few coins on the side. Some of *Centurion's* finest special effects are found in these breathtaking scenes, which were modeled on the race scene in *Ben Hur* and which even allow you use such creative strategies as bribing opponents or drugging their horses.

Centurion looks great and is marvelous fun to play. Although there have been other games based on this subject, most aren't in the same class — er, legion — as this classic piece of cinematic entertainment.

The chariot races offer some truly spectacular graphics as well as a really novel kind of arcade action.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

BLOCKOUT

William R. Trotter

Blockout can be described very simply as "*Tetris* in three dimensions." By saying that, we don't mean to imply this is just another clone of that Russian classic. *Blockout* is a fascinating, even hypnotic, puzzle game in its own right.

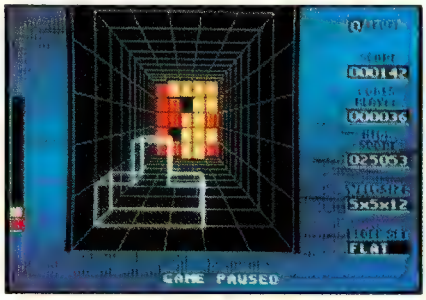
Blockout and *Tetris* share a nearly identical basic concept. Variously-shaped blocks fall from the top of the screen, and the player must move and rotate them into the optimum position at the bottom of the screen. In *Blockout*, the "top" is the opening of a long, rectangular box, and the "bottom" is the flat bottom of that box.

Converging lines along the sides of the box convey a real sense of depth, and also give you handy visual points of reference when you're manipulating the falling shapes. The object is to completely cover the floor of the box, and when you do, that layer vanishes and you receive points. Naturally, if you can arrange to knock out two or more layers at once (again, just like *Tetris*), you'll get more points than you get for a single layer.

The options screen lets you set the parameters of each game according to your mood and skill level.

What makes *Blockout* such a challenge is that extra third dimension. Remember: in *Tetris* you only have to rotate the falling shapes in *two* directions — clockwise and counterclockwise. But in *Blockout*, you use the three Sega control buttons to rotate the shapes in *six* directions, along three axes!

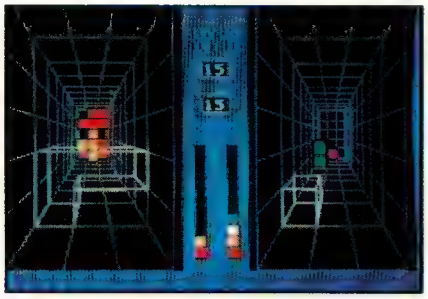
The blocks fall slowly at first, giving you plenty of time to plan how and where you want to place each one at the bottom of the box. As the tempo picks up, though, the spatial-perception difficulties become dizzying, and you'll find your skill and reflexes gradually stretched to their limits.



The 3-D animation in *Blockout* is exceptionally smooth, and the graphics are sharp and colorful.

Blockout is a very attractive game to look at, and the 3-D animation is silky smooth. It's a very flexible game too, since you can adjust the length, width, and depth of the box, and even the complexity of the set of blocks you're using. For example, a simple set of blocks might be "flat," while more complex sets have protrusions on the top and bottom.

If you enjoy puzzle games of this sort, you'll probably love *Blockout*. It takes a simple concept, adds a fiendish little twist, and emerges as one of those games that can be learned in five minutes and played addictively for years. It is, in short, a classic worthy to stand beside the original *Tetris*. Certainly, if you are among the multitude of game players who fell for *Tetris*, you owe it to yourself to take a look at *Blockout*.



In the two-player mode, you can compete simultaneously with a friend.

Electronic Arts 1820 Gateway Drive, San Mateo, CA 94404

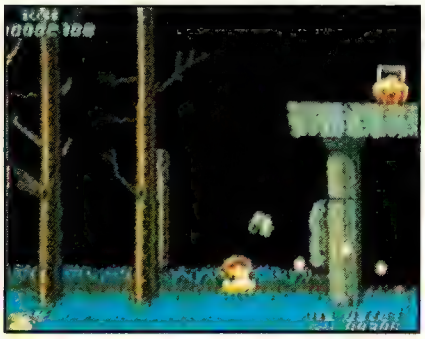
WARDNER

Lisa M. Bouchey

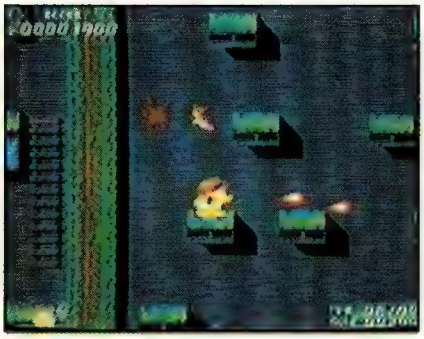
For centuries, life was good in the happy little village of Niknik. Then disaster struck. The evil wizard Wardner arrived in the Sylvaland forest with a sinister plan to use it as a steppingstone to conquering the world. He's assembled a force of wicked helpers and has given them the power to change humans into crystals. The henchmen keep the crystals, and Wardner controls the town.

Newlyweds Dover and Mia are caught in the middle of all this mayhem. Honeymooning in Niknik, the couple are strolling through the forest when Wardner's forces appear. The lovebirds run into Terragon, one of Wardner's henchmen, who zaps Mia into crystal form and flees.

In Mentrix's *Wardner*, you control Dover as he chases Terragon through six levels of woods, castles, and mazes — going all out to combat the wizard's dark forces. Many other games have been built on equally simple premises. The problem we found with *Wardner* is that it doesn't seem to move beyond its humble beginnings.



High-jump shoes are one magic item that appear only after you shoot an enemy. These springy shoes can be used once to make a jump ordinarily out of your reach — and this looks like a good spot to try them out.

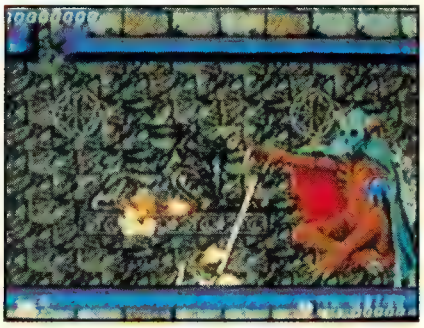


Along your journey you might be lucky enough to bump into a fairy. This sprite will follow you wherever you go and can destroy an enemy with a simple touch.

When the game begins, the only weapon in your arsenal is a special ability to throw streams of magic fireballs at your enemies. You can, however, purchase items that strengthen your powers. Additionally, there are the usual goodies available to make your journey easier.

Once you make it safely through the first forest stage, you find yourself in Wardner's mansion — a maze filled with deadly tricks and treats. From there, your journey will take you back into the forest, through another castle maze, into a castle tower, and then underground, where you'll face a final challenge — a battle with the horrible Wardner himself.

Unfortunately, when compared to other action games for the Genesis system, *Wardner* leaves something to be desired. No part of the game displays any real excellence or originality, beginning with its familiar rescue-the-damsel story. The graphics are also lackluster (especially for a 16-bit game), and the action doesn't pack enough of a punch to redeem the game. *Wardner* is based on *Pyros*, an arcade game of several years ago. Perhaps at that time, the arcade version had something good to offer its players. It's too bad for games like *Wardner* that expectations have increased as the videogaming world has grown more sophisticated.



Wardner might look like easy prey when you fall into his lair, but watch out! He can transform himself into an enemy with a mean lightning bolt that'll keep you hopping.

Mentrix 2600 Plaza Del Amo #42 Torrance, CA 90503

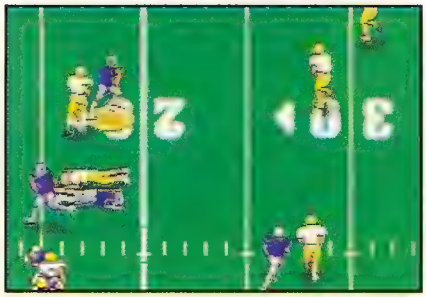
JOE MONTANA FOOTBALL II SPORTS TALK FOOTBALL

Stephen Poole

Genesis fans who love football are a lucky bunch. Over the past year they could take their pick between two outstanding titles, Electronic Arts' *John Madden Football* and Sega's *Joe Montana Football*. Either one of these games has enough football action and strategy to satisfy even the most demanding gridiron fan.

Now Sega is releasing *Joe Montana II Sports Talk Football*, and the good news is that this isn't just an upgrade of an old game. In fact, *Joe Montana II* is a total departure from its predecessor — not just in the graphics and interface, but in its whole approach to simulating football.

You can play as any one of the 28 NFL franchise teams, against a computer or human opponent. Play selection is easy and simple — the plays are drawn large enough to clearly show what's supposed to take place, with red lines indicating the paths of ball carriers and blitzing linebackers.



The graphics in the zoom view are large and detailed.

The overhead perspective of *Joe Montana Football* has been replaced with a side view, much like you see when watching a game on TV. The first *Montana* used a passing window that let you check out receivers one at a time before deciding on a target. *Joe Montana II* doesn't offer a method to focus on a single receiver. Your perspective remains the same as the play develops, with a yellow arrow over the currently selected receiver.

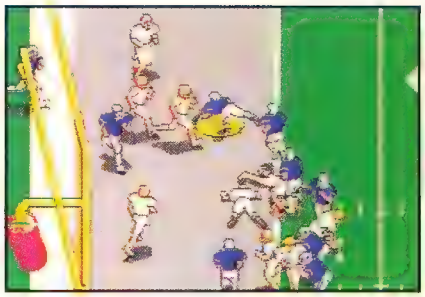
Montana II lets you "override" any play you've called by manually moving the quarterback or pitching the ball out, so you can modify your playbook and create surprise attacks. These plays can succeed or backfire, but either way it adds variety to your offensive recipe.

When you drop back to pass, the selected receiver is indicated by a yellow arrow. Unfortunately, the defense can see the arrow too!

Two options — zoom view and a play-by-play commentator — make *Joe Montana II* unique among football games. The zoom view brings you a closeup view of the play after a handoff or pass attempt. It's especially useful for picking holes in the line during running plays. And although the announcer doesn't have the vocabulary of a John Madden or Frank Gifford, his patter keeps you involved in the game. When you make a questionable call — like a punt on second down — the announcer cries, "I can't believe it!" An animated sportscaster also does a short halftime spot, bringing you up to date on all the stats.

There's no other football videogame like *Joe Montana II Sports Talk Football*, so don't be surprised if it takes you a while to master the basics. But once you do, you'll probably agree that it's as good as any football game around.

So this is what that announcer looks like! The halftime report fills you in on all the essential statistics.



Dive for extra yardage close to the goal line.

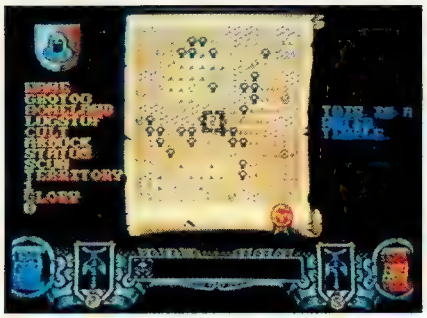
Sega of America, 130 Shoreline Drive, Redwood City, CA 94065.

ONSLAUGHT

Matthew A. Firme

Ballistic, Accolade's new brand of 16-bit software, made a big splash with the introduction of its first two titles — *Star Control* and *Hardball!*. They both look and play great, and seem destined for Genesis greatness.

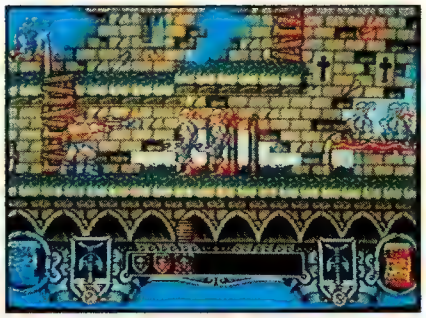
Ballistic's latest title, *Onslaught*, is a combination action-strategy game. The game alternates between side-scrolling jump-and-slash scenes and a boardgame-like strategy screen. Your mission is to win back your country from various evil hordes which have conquered the country's many kingdoms. The country is shown on-screen as a gridded scroll, and this part looks like a military strategy game.



The strategy portion of the game is played on this map. You must take over all those little squares. Collect talismans from temples to help you regain your lands.

As the game begins, you occupy a single square on the large map. One square at a time, you must recover the usurped kingdoms and unify the conquered nation.

When you move into an occupied square, the action begins. You are a brawny, bare-chested hero, and you must defeat the occupying forces in a city. If you succeed, you move on to battle the same enemies around a castle. And if you succeed there, you face the enemy ruler. He appears as a four-armed face rotating in the center of the screen, and you control a single hand that can move around the edges of the screen. You beat him by throwing fireballs and blowing his arms off.



As you defeat enemies in the action sequences, they often drop weapons and magic scrolls. It takes some experimenting to learn which items work best in a given situation.

The problem with *Onslaught* is that there's not much more to the game than that. The strategy portion is very limited, and the only thing you have to worry about is securing the proper talismans that let you move through water, forests, swamps, and mountains. You get these by entering temples and battling wizards and priests, who all look just like the four-armed faces in the final parts of the action sequences. Occasionally, plagues and rebellions threaten your kingdoms, but these too can be dealt with by using talismans.

The action scenes, while challenging, just don't measure up to most action games on the Genesis. The characters and backgrounds aren't as detailed or as realistic, and controlling your character is clumsy business. And every action scene looks the same — the same city and castle, over and over. The enemies differ, but there's still a feeling of, "I already played this level."

Onslaught may find its fans, despite the repetition. It's not a bad game, but it's certainly not one of the best we've seen for the Genesis. And as Ballistic's other titles prove, it's not Ballistic's best game, either.

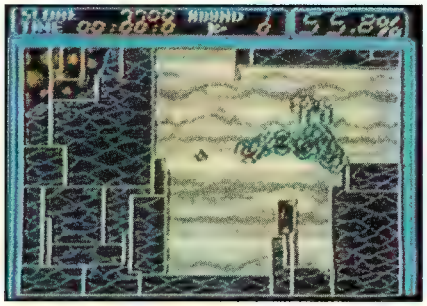
Occasionally, your foes may turn the tables and invade your kingdom. You've got to drive them back, or it's "game over."

Ballistic, 550 S. Winchester Blvd., San Jose CA 95128

ULTIMATE QIX

Richard Lashley

After a deep-space expedition, the crew of the starship Monotros returns home. When they arrive on Volfied, however, they find the remains of a battle zone. Fat, alien worms drape themselves over crumbled buildings. Smoke from the ruins is the only thing left of a war that's already been won — by the aliens.



Besides being chewed to pieces by the aliens, you're also threatened by the ticking clock. Each difficulty setting has a certain time limit. After time expires in A mode, Balboa appears and attacks your ship — and that's the end of that mission.

In Taito's *Ultimate Qix*, you reclaim your home by defeating 16 stages of worms and other assorted creatures that go bump in the night. Gamers who have played the original arcade version will be familiar with the weapons and tactics here. And none of the fun has been lost in the translation, either.

By dragging a string of laser energy, you create barricades that keep the aliens away from entire

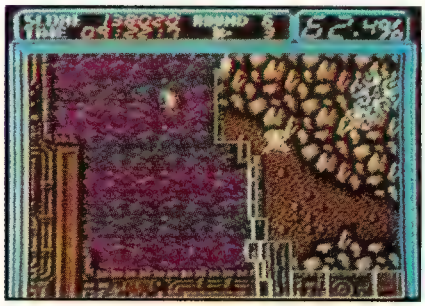
Your bonus points are determined by how much of the screen you blocked off before defeating the boss. Try to trap the boss in a corner. In one grand sweep you can barricade a huge section of the screen and quickly rack up a high score.

chunks of the screen. Weaving laser strings is different from the usual blast 'em techniques, and the game's short time limit can be frustrating. However, dividing a screen can make your job easier. You do this by building blocks up the middle of the screen, which requires that you have the precise control of a joystick. You just can't afford mistakes. One slip of the fingers and an enemy might launch glowing energy balls which follow your laser trail and end up zapping you.

By choosing one of three settings (A,B,or C mode), you can tailor the game to your abilities. Each mode offers a progressively more hostile environment in which to play, so you'll need to accumulate a little experience before tackling the superdifficult C mode.

The easiest setting, the A mode, is a mix of all the best features. Unlike the other two settings, A mode includes a wide variety of power-ups which will help most players enjoy the game more.

Ultimate Qix is a lot of fun to play, despite the fact that the style of action remains basically the same throughout the stages. After you conquer the beginner mode, the game challenges your improving skills in the more difficult settings. Veterans of the arcade version should try out Taito's latest edition of *Qix*. Newcomers to the game will enjoy finding out what they've been missing.



In A mode, power-ups occasionally appear in the item blocks sprinkled throughout the screens. Surround them with your laser strings to get bonus points and special items ranging from bombs to speed boosts.

Taito America Corporation, 390 Holbrook Drive, Wheeling, IL 60090

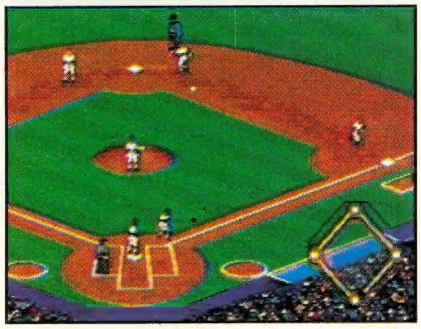
HARDBALL

Brian Carroll

In 1985, Accolade released a PC baseball simulation now considered a classic — *Hardball!*. It sold more than 500,000 copies and inspired a follow-up edition, *Hardball II*. Now, six years later, Accolade's new videogame label, Ballistic, is hoping its Sega Genesis version of *Hardball!* will enjoy similar success. There is every reason to believe it will.

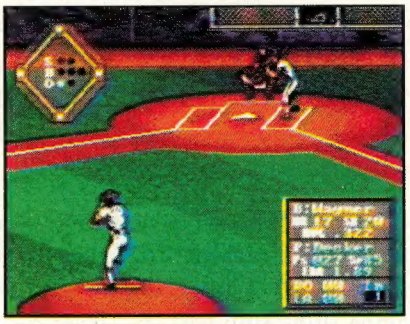
Like the PC version, the videogame not only serves up a very realistic game of baseball, but also captures the flavor of an afternoon at the ballpark. The game does this by authentically rendering the sights and sounds of baseball. You'll see realistic pitchers' windups and batters' swings. You'll hear the *pop* of a ball finding its way into a fielder's glove, the *whoosh* of a hitter's missed swing, and the crisp *crack* of a clean hit through the gap.

With few exceptions, the game play in *Hardball!* is as smooth and natural as any baseball game for any game system or computer. Your feel for the game should become as comfortable as a favorite baseball glove in less time than it takes to turn a double play.



Make sure you react to the ball as soon as it is hit. A split-second delay can be the difference between holding a man to a single and allowing him to leg out a double.

Most remarkable is *Hardball!*'s handling of the pitcher-batter matchup. Its complexity makes possible the "mind games" that are as much a part of baseball as sacrifice flies and the seventh-inning stretch. Each hurler has a wide range of pitches available to him, which he can throw for either perfect strikes or unhittable balls. Hitters, meanwhile, can position themselves anywhere in the batter's box, and can either pull the ball or stroke it to the opposite field. In other words, every pitcher is Roger Clemens, and every hitter is Wade Boggs.



Each pitcher in *Hardball!* has an arsenal any major leaguer would give his right arm for (or left arm, if he's a righty).

Fortunately, these terrific players get to ply their trade on an even playing field. Unlike those in most baseball videogames, this game's ballpark has reasonable dimensions, which means you won't see an unrealistic number of inside-the-park home runs. It also means that solid defense is rewarded, and stupid mistakes are punished fairly.

The key to making the clutch grab is to follow the shadow of the ball on the field.

Because *Hardball!* isn't licensed by Major League Baseball, you won't see any celebrity names or famous ballparks. The cities of the American and National Leagues are all represented, though, so you'll be able to play as your favorite team anyway. The great variation in the teams' abilities adds to the realism — as you get to know the teams, you'll develop your own preferences.

Hardball! is a great game. Easy to play and terrific to look at, it could easily become one of your favorites.

Ballistic, 550 S. Winchester Blvd., San Jose, CA 95128

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SEGA GENESIS 16-BIT CARTRIDGE

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